

Bridge Abridged

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BRIDGE ABRIDGED

BRIDGE

“It is a pretty game, and
on certain terms
I like it.”

“It is brain stimulus, pastime, variety
and charm.”

BRIDGE ABRIDGED

A COMPREHENSIVE AND CONCISE STATEMENT OF THE MAXIMS, RULES
AND PRINCIPLES GOVERNING THE GAME OF BRIDGE

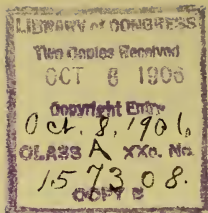
BY
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AUTHOR OF "STANDARD WHIST"

ALSO
THE REVISED LAWS OF BRIDGE
AS ADOPTED BY THE NEW YORK WHIST CLUB
AND
THE ETIQUETTE OF THE GAME



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ANNIE BLANCHE SHELBY

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PREFACE

This little work (written by request) is designed chiefly for such as would like as comprehensive a knowledge as possible of Bridge play and the principles governing it, at a minimum expenditure of time and effort.

The various subjects have been treated in as concise a manner as practicable consistent with thoroughness. Special reference has been made in many instances to points of similarity between Bridge and Whist in the belief that this would be helpful to the Whist player essaying Bridge, and in no wise a deterrent to the advancement of the non-Whister.

The player who attempts Bridge without some previous knowledge of Whist will of necessity find his progress slow and perhaps discouraging. The facile Whist player, however, should have little difficulty in adapting himself to the many

P R E F A C E

similar and yet many dissimilar conditions of Bridge.

Bridge is as yet in its infancy and some of the plays at the present time in vogue may undergo more or less modification as the result of further experience. As must be expected, more or less difference of opinion prevails as regards certain minor tactics of the game. On the salient features, however, the writers are in the main agreed, and this work will be found a correct and complete treatise of the game of Bridge as at the present time played by the majority of the best and most successful players.

With cordial thanks for the gratifying reception accorded my previous work, "Standard Whist," and in the hope that a similarly warm reception may be extended this, I respectfully
subscribe myself

THE AUTHOR.

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BRIDGE ABRIDGED

CHAPTER ONE

BRIDGE—WHAT IS IT?

Bridge Whist is an offshoot or variant of Whist; it is Whist with certain important differences or modifications.

One of the essential points of difference lies in the fact that the last card of the pack instead of being turned face upwards on the table and serving as an indicator of the trump suit, is dealt face downwards as the other cards, and the trump, or “no-trumps,” as the case may be, is declared by the dealer or his partner, as in the dealer’s judgment seems best.

Another important difference is that the hand of the dealer’s partner is exposed upon the table and played by the dealer in conjunction with his own, no comment or suggestion whatever bearing upon the play being permitted from the part-

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ner. In this respect the game is closely allied to *Dummy Whist*.

A radical difference exists in the system of scoring in the two games. Honors, as in Whist as originally played, are an important factor. Two scores, in fact, are competed for, trick scores and honor scores, and, by the peculiar conditions of the game, a side may win the rubber and be ahead on trick points, and yet, because of the high honor score accruing to the opposing side, in the finals come out losers.

Bridge, like Whist, is essentially a partnership game. Each side plays 26 cards as against 26, and, as in Whist, the controlling motive of the play of each side is to win tricks, or points in excess of the opposing side.

Many of the underlying principles of Whist, as trump management, with the various forms of strategy therein involved, establishment tactics, unblocking, finesse, and not a few of the finer and more delicate points of Whist, obtain in Bridge.

The dealer, as has been explained, plays his

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partner's hand in conjunction with his own. To imagine that this calls for no skill is rank fallacy as, to his mortification, the tyro usually discovers, especially if pitted against wide-awake adversaries. The dealer's play involves in fact some of the subtlest strategies of the game. So to play the two hands as to make the most there is in them, and at the same time mislead the adversaries as to the true essentials of one's own holding, calls for diplomacy, tact and skill of no mean order.

The position of the dealer's partner, who rejoices in the sobriquet of "dummy," is somewhat unique in the history of card games. Though he see his hand (and himself as well) led into the ways which mean disaster and defeat, not a sign may he give, not a protest may he utter. He must in truth be literally what his name indicates. Having organs of speech, he must nevertheless be dumb. Having hands, he must handle not; having eyes, he must see not, and having ears, he must hear not. Stolid and impassive must be his countenance, and reticent and *sans reproche* his entire demeanor. Once

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in every four deals this somewhat anomalous position is occupied by each player in turn.

The origin and early history of Bridge, like many other card games, is involved in obscurity. A game resembling in many respects the modern game of Bridge was played in Smyrna some twenty or more years ago, but whether it was of comparatively recent origin, or had been in existence an indefinite number of years previously, is quite unknown. Later it found its way into southeastern Europe, thence into France and, by easy transitions, into England and America.

The rapidity with which the game has spread and the enthusiasm it has aroused are tangible proofs, surely, of its inherent worth and exceeding fascination.

It is truly unfortunate that a game so intrinsically scientific and well calculated to occupy a place on the same high intellectual plane as that enjoyed by the parent game, Whist, should have been played so extensively for stakes, and thus received an opprobrium which in itself it little deserves.

BRIDGE—WHAT IS IT?

More and more, however, are its infinite possibilities in an intellectual line being recognized and appreciated. More and more is it becoming known as a game of science and skill rather than of chance. More and more are the ranks thinning of those whose predilections for card games is bounded by their monetary value, and their places being taken by a class who, recognizing the high intellectual worth of the game, respect and appreciate it accordingly.

The assertion made by some that Bridge will supplant Whist is not only displeasing to the lover of Whist, but entirely unwarrantable. The two games, though closely allied, are nevertheless separate and distinct. Each has its own interest and charm. Each involves in its play the highest faculties of a trained mind. *Both* are eminently qualified to serve as the diversion and instructor of youth, and the delight and solace of old age.

CHAPTER TWO

FORMATION OF THE TABLE, CUTTING, ETC.

Bridge *may* be played by three players, though it is usually played by four. If the candidates exceed four, the question of priority is decided by cutting.

In cutting, the pack of 52 cards is used and the players cut from the closed pack or draw from the outspread pack. Players again cut to decide who shall be partners, the two cutting lowest playing against the other two. The ace is low in cutting. The player cutting lowest of all secures the deal and has choice of table, seats and cards.

At the end of a rubber the players again cut for partners. This is a wise precaution and by most players highly commended. It not only adds variety but, what is often of great importance, offers the chance of speedy release from

FORMATION OF TABLE

a trying partner. The most exacting of players can accept with philosophy a poor partner for *one* rubber; for a succession of rubbers, this would be difficult.

As in straight Whist, it is customary to use two packs of cards, the dealer's partner shuffling for his right hand adversary, the next dealer.

The cards are dealt one at a time, as in Whist, from left to right. Players should not touch their cards during the progress of the deal. The last card is not turned by the dealer face upwards on the table as in Whist, but is dealt in the same manner as the others, face downwards. No penalty attaches to a misdeal.

At the completion of the deal players should count and carefully sort their cards according to their respective value, and, finally, as an additional precaution against revoke, alternate the colors. A strict observance of this practice not only exposes at once any irregularity in the deal, but tends to systematic habits, and systematic habits both at Bridge and Whist cannot be too strongly recommended.

CHAPTER THREE

DECLARING THE TRUMP, DOUBLING, ETC.

As has been explained, the dealer either declares the trump or requests his partner (dummy) to do so. Dummy, when requested, *must* declare. A declaration once made cannot be changed, though, as will be presently shown, its value may be variously increased.

Immediately following the declaration, the non-dealers, *each in turn*, express themselves as satisfied, when the game begins, or as wishing to *double*, i. e., increase by its original value the particular value of the declaration. The first right to double belongs to the player at the dealer's left, otherwise *elder*.

In the event of doubling, the dealer or his partner, the one making the declaration having the first right, may *re-double*; i. e., *quadruple*, or increase by four times its original value the par-

DECLARING THE TRUMP

ticular value of the declaration. The non-dealers again may go over, the original doubler having the first right, and again the dealer or dummy, etc., etc. The process in fact may be continued first by one side and then by the other (the player last doubling on his side having always the first right for the side) until the value of the trick point reaches 100. There, however, it is customary to cease; there it *must* cease, in fact, if any of the players protest against its further continuance. The cases are rare, and to the credit of Bridge players, be it said, where the practice is carried to such an extreme as this.

As an exemplification of doubling, re-doubling, etc., a spade trick, the original affixed value of which is 2 points, by doubling becomes 4; by re-doubling, 8; by re-doubling again, 16; and again, 32; still again, 64, etc., etc.

It can thus readily be seen how beyond all reason the value of a trick point might easily be carried, especially in the case of "no-trumps," did not "The Laws" wisely prescribe a limit.

For greater convenience, the several players

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are designated respectively as *dealer*, *leader* or *elder*, *dummy* and *pone* or *younger*.

Players indicate their declaration or their desire to double, or the reverse, by the use of a certain brief formula, as, in the case of the dealer:—"No-trumps" or "Without"; "hearts," or "I make it hearts"; or, when not wishing to declare, "Make it, partner."

The dealer's partner, otherwise dummy:—"I make it 'no-trumps'"; "Spades" or "I make it spades."

The elder:—"I double;" or, to his partner, "May I play?" This query has a twofold significance, indicating that the elder himself does not wish to double, but that it is in order for the younger to do so, if he so desires.

The younger, otherwise pone:—"No, I double," or "Play, please," in which latter case the game proceeds.

If either adversary doubles, the player naming the trump, whether dealer or dummy, must either say "I am satisfied," or "I re-double." If the former, his partner as well must give expression to one or the other of these statements. If the

DECLARING THE TRUMP

latter, or if, the declarant having expressed himself as satisfied, his partner re-doubles, the non-dealers must express themselves as satisfied or as again wishing to go over. In fact, not until each adversary *in turn* expresses himself as satisfied after a double or re-double on the opposite side, may the game proceed. The word "enough" is sometimes used in lieu of "I am satisfied." A rap on the table has also the same significance.

When the process of doubling, etc., has finally ceased, or in the event that there has been no doubling, the elder hand makes his lead, and thereby starts the game. Immediately following the lead, dummy places his cards, carefully sorted and systematically arranged for easy reference, face upwards on the table, and the dealer (his partner) plays the hand in conjunction with his own.

From this point dummy becomes simply an onlooker in the game, he being neither permitted to play or even touch a card save as the dealer directs, or to make any remarks or suggestions whatever bearing upon the game save as follows:—In the effort to prevent a revoke, he may

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ask the dealer, when he first renounces to a trick, if he has none of the suit. He may also remind the dealer that a trick is not complete, correct an erroneous score, or the claim of either adversary to a penalty to which the latter is not entitled.

CHAPTER FOUR

SCORING

A correct understanding of the *modus operandi* of scoring, as well as of the principle involved, is indispensable to a player's success, as well as to his greater enjoyment of the game of Bridge. The system, though necessarily somewhat involved because of the various factors which are a part thereof, is nevertheless simple and easy of comprehension.

Two scores are competed for, trick scores and honor scores. The one is entirely independent of the other, yet both are important factors in the final results.

Thirty trick points constitute a game. All tricks in excess of 30 add just so much to the value of the score, but one game only can be made in a deal. A rubber is the best of three games. If two games are won consecutively by

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one side, the rubber is completed and the third game is not played. 100 points are added to the honor score of the side winning the rubber.

As in straight Whist, the first six tricks scored by two players acting as partners constitute a *book*, and each trick taken by them in excess thereof scores to their mutual credit. In Whist, each trick in excess of six scores *one* point only. In Bridge, and herein lies one of the essential points of difference between the two games, each trick in excess of six scores *two* or more points according to the special value of the declaration.

Each declaration, in other words, has a certain affixed value, spades ranking lowest in the scale, clubs next, diamonds next, hearts next, and "no-trumps" the highest.

In spades each trick in excess of six counts 2; in clubs, 4; in diamonds, 6; in hearts, 8; in "no-trump," 12.

These values may be variously increased by the system known as DOUBLING, which has been explained.

The *honors* at a trump are the ace, king, queen, jack, and ten of the suit declared. At

SCORING

“no-trumps,” the four aces. Honors score to the side holding the majority, three or more. Honor values vary as does the trick point value of the suit declared trump. Honor values remain *statu quo* throughout; that is, they are not affected by doubling.

Three honors in a declared suit count twice the trick point value of the particular suit. Three honors, that is, in spades count 4; in clubs, 8; in diamonds, 12; in hearts, 16.

Four honors in a declared suit count four times the trick point value of the suit. That is, in spades, 8; in clubs, 16; diamonds, 24; hearts, 32.

Five honors in a declared suit count five times the trick point value of the suit; in spades, 10; clubs, 20; diamonds, 30; hearts, 40.

Four honors in one hand count eight times the trick point value of the suit, or in spades, 16; clubs, 32; diamonds, 48; hearts, 64.

Four honors with one player, the fifth with his partner, count nine times the trick point value of the suit; in spades, 18; clubs, 36; diamonds, 54; hearts, 72.

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Five honors in one hand count ten times the trick point value of the suit, or in spades, 20; clubs, 40; diamonds, 60; hearts, 80.

At "no-trumps," three honors (aces) count 30; four aces, 40; four aces in one hand, 100.

A SLAM, a term applying to the winning by one side of the entire thirteen tricks, adds 40 points to the honor score of the side so winning.

A LITTLE SLAM, a term applying to the winning by one side of twelve of the thirteen tricks, adds 20 points to the honor score of the side so winning.

That Bridge is not without a law of compensation to the unlucky holder may be gained from the following:—

CHICANE, i. e., a hand without trumps, adds the value of three honors to the honor score of the side; or reduces by the value of three honors the honor score of the adversaries, in the event of the honors scoring adversely.

DOUBLE CHICANE, no trumps in either partner's hand, diminishes the adverse honor score by the value of four honors.

Finals are obtained by adding the trick and

SCORING

honor scores of each side separately, points for rubber, slam, chicane, etc., having been previously included in the honor score, and deducting the lesser total from the greater. The difference represents the gain.

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TABLE OF POINTS

When trumps are.....		S	C	D	H
Each trick above six counts.....		2	4	6	8
Honors.	Three Honors in two partners' hands count.....	4	8	12	16
	Four Honors in two partners' hands count.....	8	16	24	32
	Five Honors in two partners' hands count.....	10	20	30	40
	Four Honors in one hand count.....	16	32	48	64
	Five Honors (one in partner's hand) count.....	18	36	54	72
	Five Honors in one hand count...	20	40	60	80
No trumps in one hand reduces adversaries' honors		4	8	12	16
No trumps in one hand increases partner's honors		4	8	12	16
Chicane counts.....		4	8	12	16

WHEN THERE ARE NO TRUMPS

Each trick above six counts.....		12
Honors.	Three Aces in two partners' hands count...	30
	Four Aces in two partners' hands count....	40
	Four Aces in one hand count.....	100
Grand Slam counts.....		40
Little Slam counts.....		20

SCORING

SPECIMEN OF SCORE SHEET CONTAINING EXAMPLE RUBBER

NAME. A. B. vs.		NAME. C. D.	
32		20	
30		32	
		4	
		16	
36			
2		12	
		48	
40			
140		132	
100			
240			
132			
108			

The horizontal line in the middle of the diagram divides the honor score from the trick score. Tricks score below the line and from the top down. Honors, above the line, and generally, for greater convenience, from the bottom up.

"A" deals and declares "no-trumps," scoring three by cards (36), and a 30-point honor score. 36 is placed in "A. B.'s" trick score, and 30 in their honor score.

A line is drawn under 36 in the trick score to show that a game is completed.

"C" next deals and passes to dummy, who declares "clubs," winning three by cards (12), and an honor score of 16. 12 is scored in the trick score, and 16 in the honor score of "C. D."

"B" deals and passes to dummy, who declares "spades." Not being doubled, and neither side having a score of 20 or over, the deal is not played. "A. B." score 2 points in their trick score, and "C. D." holding three honors, 4 in their honor score.

"D" deals and calls "hearts," scoring six by cards (48), and an honor score of 32. "C. D." also add 20 points to their honor score because of a little slam (twelve out of the thirteen tricks). "C. D.," having won game, a line is again drawn in the trick score.

"A" deals and declares "hearts," winning five by cards

(40), and an honor score of 32.

"A. B.," having won the rubber (two games out of three), the trick and honor scores of each side are now added, and the lesser sum deducted from the greater.

"A. B.'s" score equals 140 points. To this 100 points are added for the rubber, making a total of 240.

"C. D.'s" score equals 132. 132 deducted from 240 leaves 108. 108, therefore, represents "A. B.'s" gain.

CHAPTER FIVE

MAXIMS FOR BEGINNERS

Be not too ambitious but satisfied rather with small beginnings. With study and practice only may you reasonably expect to become a sound and good player.

Practice as far as possible with good players. Observe their methods, and endeavor to profit by their experience and example.

Give no indication by word, sign or expression as to the make-up of your hand; its relative strength or weakness.

As dummy be especially guarded in your manner. It is so easy by a stray word or look to convey to the dealer (your partner) whether you wish him to pass or otherwise.

Do not parley with your make. A player who unduly hesitates and then passes gives important (though unfair) inferences to his partner,

MAXIMS FOR BEGINNERS

often guiding him as to a declaration he would not otherwise make.

As leader decide quickly whether or not you wish to double. Hesitation which implies that you almost think your hand is worth a double often encourages your partner to double.

Play deliberately but not hesitatingly. Hesitation often guides the adversary as to a finesse.

Be neither exultant over victory, nor downcast in defeat. A uniformly quiet manner inspires confidence and wins respect.

Do not detract from your opponents' victory by affirming it is due to your own bad play. Such often is the case, but it is neither generous nor courteous to assert it.

Do not find fault with your partner. Accept him as he is, good, bad or indifferent. Fault-finding accomplishes no good and often results in harm.

Gather your tricks quietly and unostentatiously. Keep the cards of the trick well together and the several tricks distinctly divided, so that "he who runs may read." It is often important that one be able to detect at a glance

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the number of tricks his side must still take to reach a certain goal. If the tricks are kept in an uneven, slovenly manner, this is difficult.

Cheerfully concede any penalty to which you may have laid yourself liable.

The ability to count thirteen and do simple sums, as required, in addition and subtraction, is one of the first requisites to the successful Bridge player. Bear this in mind.

Familiarize yourself at once with the respective value of the declarations. The knowledge is indispensable in naming the trump.

Know that points may be scored through honors as well as through tricks, and govern your choice of declaration accordingly.

Know that at a trump the honors are the ace, king, queen, jack and 10 of the suit declared; at "no-trumps," the four aces.

Know that 30 trick points constitute a game.

Make game, if possible, on your deal; if you fail and the adversaries make game on their deal, they will need but one more game to win the rubber, while you will need two.

Do not expect your partner to take more tricks

MAXIMS FOR BEGINNERS

than yourself. Credit him with an average hand, nothing more and nothing less. An average hand is good for three tricks and a possible fourth. To be sure, if your hand be considerably above the average, your partner's may be considerably below, and vice versa.

Never lose sight of the score. Name the trump to the score, and play to the score. That is, so name the trump and regulate your play as will be most likely to insure the needful tricks to make, or, failing this, to save game. You save game when you prevent the adversaries from making game.

Have fixed standards for your declarations. Your partner if knowing this will be enabled the more readily to infer as to your holding when you pass. The inference may guide him as to his declaration.

Know that at love score game would be impossible with a black declaration. At this score pass the make unless you can declare "no-trumps," hearts, or, possibly, diamonds.

Declare "no-trumps" when you hold four aces, or three aces, or two aces with guarded

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king or queen (king is better) in the two remaining suits. Generally declare "no-trumps" when holding a black suit of six or more cards headed by ace, king and queen, and still another ace.

As you advance in the game, you will learn that when you make to the score, that is, when you need expensive points to carry you out, you will occasionally declare "no-trumps" on somewhat less strength than the above.

Love score is when you have no score. Love all, when neither side has a score.

Declare hearts when you hold seven, or six with at least one honor, five with two, or four with three, if, especially in the two cases last named, you hold more or less outside protection, guarded kings or queens, or another fairly good suit. The stronger the trump suit, the less outside strength needed, and vice versa. A king is guarded if accompanied by one smaller card; a queen if accompanied by two. One must consider always, however, the chance of being led through in a single honor suit and the honor not making at all. It is better if the honors

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are securely guarded, as when king is accompanied by two others, one an honor; queen, by jack and one other; jack, by 10 and two others.

Declare hearts when you hold four honors in the suit regardless of other protection. (This for the honor score.)

Declare diamonds on practically the same strength given for hearts. Think twice before naming diamonds at love score on the first or rubber game.

As dealer declare clubs or spades only when the make is to the score; that is, when few points only are needed for game, and you hold exceptional strength in the particular suit. To declare clubs your score should be not less than 18; to declare spades, not less than 24.

Do not be so carried away with the allurements of an expensive make that you will declare a doubtful "no-trump," hearts or diamonds when clubs or spades would apparently win game.

As DUMMY study your hand first to see if you may call "no-trumps." Next consider it with

reference to hearts, then diamonds, then clubs and lastly spades. Try to infer as to your partner's holding. The inference may help you in your declaration.

To declare "no-trumps," hearts or diamonds, observe practically the rules given for these declarations by the dealer. If you err at all, let it be on the side of added strength. *Remember*, your hand is to be exposed.

Clubs, though, so to speak, a defensive make, should not be declared without club strength. A weak club is liable to be doubled.

When your hand shuts out any other declaration, declare spades. If you have strength in spades, so much the better. Spades more often than not, however, are the outcome of a weak hand, and declared, not with the hope of *winning*, but of *losing* as little as possible.

As ELDER at a declared trump generally try to hold the lead until you have seen dummy. The lead of ace or king from an ace, king suit will effect this object, and usually is the best lead you can make.

Until you have made quite an advance in the

MAXIMS FOR BEGINNERS

game, have nothing to do with doubling. The practice at best is fraught with danger.

Carefully study dummy's hand and see what it suggests. When you have led from an ace, king suit, you will often find it well to follow with commanding card remaining. But see page 73.

If the trumps are heavily against you, lead your commanding or high cards early. Try to make every trick possible before the dealer gets in the lead. Your time usually is short and it behooves you to use it to the utmost.

Often a good secondary lead is the lead of a suit in which dummy is strong. See page 85.

A short suit headed by two or more high cards in sequence is often a good suit to lead, especially if a higher card of the suit (not the ace) be with dummy. *Two or more cards of consecutive value constitute a sequence, as ace, king; king, queen; queen, jack, 10, etc.*

Lead highest card from a short suit headed by high cards in sequence; also the highest from a short suit headed by jack or lower

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card. A short suit is a suit of three or less cards; a long suit, one of four or more.

If weak in trumps, holding three or less, a singleton lead is often a good lead. If your partner wins the trick and returns the lead, you may *ruff the suit; that is, play a small trump and thus secure the trick. A singleton is a lone card of a suit.*

On a passed make avoid the lead of a short black suit. The dealer is evidently stronger in black suits than red, and, ostensibly, you would be leading up to strength.

On a passed make, lead from a short heart suit in preference to a short diamond.

When at a trump declaration you lead from your long suit, lead according to rules given on page 71, which see.

At "no-trumps" lead from your long suit and try to establish it. You may succeed in bringing it in. *A suit is established when you hold the full control; that is, when no one else can take a trick in the suit. You bring in a suit when you make tricks with all the remaining cards of the suit.*

MAXIMS FOR BEGINNERS

At "no-trumps" unless your suit is exceptionally strong, containing seven or more cards, or three honors, lead fourth best card rather than high. You thus insure the best means of remaining with the ultimate full control. See page 93.

As SECOND PLAYER generally play low on low card led if dummy's cards are low. However, see pages 98 and 99.

As THIRD PLAYER, to your partner's lead of a small card, play the highest card you hold of the suit, unless dummy has played a card higher than you hold, when you play your lowest, or unless the cards heading the suit in your hand are in sequence, when you play lowest of sequence.

Always play lowest of cards in sequence except when you are the dealer. The dealer alone can afford to deceive.

Include as cards in sequence any in dummy's hand which are in sequence with your own. If you hold queen, 10, etc., and dummy jack of the suit of which your partner leads small, dummy's jack and your queen and 10 are in sequence, and you play 10, lowest of the sequence.

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Make no finesse in your partner's suit except as it bears upon a high card of the suit held by dummy. See page 105. *Finesse is the effort to win a trick with a card lower than your highest of the suit led and not in sequence with it.*

On your partner's lead of a high card at "no-trump," under certain conditions prepare to *unblock*; that is, play so as to leave your partner rather than you with final command. See pages 108 and 109.

At a declared trump, if your partner leads king of a suit of which you hold two cards only (one not being an honor) or queen and two small, play first the higher and then the lower card. *Such play is known as an ECHO and shows that you can ruff third round of the suit or hold command.*

At "no-trumps" return your partner's suit at once unless you have an established suit of your own. Then lead your suit.

Return the higher of two, or the lowest of three or more save when you hold the command or both second and third best.

At a declared trump the return of your part-

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ner's suit is not obligatory. Generally return the suit, however, if you suspect that your partner holds the command, or that he has led short for a ruff, or if you yourself hold the command, or may ruff the third round.

Study dummy's hand and profit by it to the utmost. It often suggests something better than the return of your partner's suit.

The lead of a suit in which dummy is weak is usually a good lead, especially so if dummy holds no honor in the suit and you may lead a card higher than his highest.

No stronger principles obtain in Bridge than those of *leading through the strong* and, conversely, *up to the weak*. *Leading through the strong is to lead such suit as will make the player who is strong in the suit become second player to the trick. Leading up to the weak is to lead such suit as will make the player who is weak in the suit be fourth player to the trick.* In both cases third player (your partner) has the advantage of position.

As younger, if you are weak in trumps, adopt the line of play suggested under similar condi-

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tions for the elder. That is, lead high or commanding cards early so as to make them before the suits in which they occur may be ruffed; or lead from a short suit or a singleton in the hope of *making* one or more of your small trumps before the dealer leads trumps and exhausts you.

Discard first from your best suit; the suit you wish your partner to lead; this, in the event that you have not already led the suit. In later discards think only of the best protection of the hand. *A discard is the play of a card of a suit other than the suit led when you have none of the suit led and do not trump.*

Whatever your position at table, whenever possible *force* the adversary who is strong in trumps. That is, *lead such suit and such card of the suit as you know he must trump if he would win the trick.*

As DEALER study your own and dummy's hands thoroughly before making a play. Decide upon your campaign and bring all your powers to bear upon its successful issue. You have the advantage of knowing not only the exact forces

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at your command, but the exact force combined against you.

Generally lead trumps if you and dummy together hold the majority, seven or more. If you can first give your weak trump hand a chance to ruff, it is often well to do so.

Work to establish the suit which is longest in the two hands. Work to establish it in the hand which is longest. A suit divided six and three is a better suit to establish than one divided five and four, as it would score an additional trick.

Work for re-entries in the hand where you hope to establish the suit. *A re-entry is a card that will enable you at a later stage to recover the lead.*

As a rule lead the highest card from the short suit hand to the long. If it wins the trick, follow with next best of the suit. This is generally the surest way of establishing the suit with the least possible loss.

Watch the adversaries' discards. They will often guide you as to which of your two hands can best venture a finesse.

Make no finesse in a suit of which you and

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dummy together hold nine cards, including both ace and king. The other four will usually fall in two rounds.

Make no finesse against the adversary who holds an established suit.

By every means which are not prejudicial to your interests, endeavor to deceive the adversaries. Play the highest rather than lowest of cards in sequence, make unconventional leads, false discards, etc. Having no partner, though two adversaries to deceive, deception is one of your strongholds of defence.

CHAPTER SIX

THE DECLARATION BY THE DEALER

Nothing perhaps more closely marks the dividing line between the good and the average player than the fineness of judgment brought to bear upon the declaration.

More points are lost through unsound makes than through incorrect play, and the player's first ambition, therefore, should be to acquire proficiency and skill in the respect of the makes. At the same time it cannot but be admitted that the best of makers err at times; no one and no judgment is infallible. Besides, the unforeseen and at times unusual distribution of the cards often upsets the closest reasoning; calculations go wildly astray, and luck alone becomes the dominant and controlling element.

However, the make which with average assistance from one's partner will bring about the best results in the greatest number of cases is

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the make which should be called. The following pages are designed gradually to lead up to the various conditions by which the respective worth of the respective makes is usually determined, and their careful perusal is strongly recommended.

Various important factors enter into the calculation of the dealer bearing upon the declaration, notably, the state of the score, the general make-up of his hand, the chance of a double, *and*,—what his partner would likely declare in the event of his passing.

We should be firmly impressed with the importance of making a high score, *game* if at all possible, on our deal. The deal carries with it an immense advantage, one, however, which is but short-lived, and which, therefore, we should utilize to the utmost. Since from love with a black trump game would be impossible, unless our hand warrant “no-trumps” or a red declaration, preferably hearts, we should pass the make in the hope that partner will call “no-trumps,” hearts or diamonds and insure a chance at least of our making game.

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Naturally, because of its fascinating possibilities for a large score, the *desideratum* of all players is a no-trump hand. The "no-trumper," *par excellence*, is a hand with the four aces. Hands with four, or even three aces are, however, like the traditional visits of angels, "few and far between," and the question at issue concerns not so much hands of this strength, as hands of variously diminishing strength; practical, everyday hands, such as constantly come within our experience, and are susceptible of good results only as correctly generated.

No more in Bridge than in Whist is there a royal road to victory. The player unprepared to cope with difficulties, or to face situations making demands upon his judgment and mentality, will meet with many awakenings, for the most part the reverse of agreeable, as he pursues the feeble tenor of his way.

A declaration should never be made, nor a make doubled, until the declarant or doubler has first made a careful study of the score. He should know the precise number of tricks he must needs score to make game, or, failing this,

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to save game, they of course varying in the several deals by reason of the changing trick values and the changing scores.

A conservative "no-trump" hand is one which contains a sure trick in every suit.

When the make is to the score, i. e., when expensive points are needed to carry one out, "no-trump" is at times called on hands which at other scores would be prohibitive. Risks of this nature are oftenest ventured at a desperate score on the rubber game, or when we are a game to the bad, and bold means must be employed if bold ends would be attained. This brings to mind the oft repeated and sound injunction:—Be venturesome and bold when playing a losing game, cautious and conservative when ahead. In the one case there is everything to gain and little to lose; in the other, it is better to lean toward safety, discretion being usually its own best reward.

To summarize:—With a game to the good, and especially when well along on a second game, declare conservatively. With a game to the bad, and especially when behind on the sec-

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ond, or when, in the rubber game, the score is heavily adverse, declare boldly. With even games, love all, declare much the same as at love all on the first game.

When in doubt between "no-trump" and a suit, the score alone should decide the question. When, for instance, game for our side would mean several tricks, but for the adversaries, few, the score, say, being 10 to 26 in their favor, "no-trump" should be called; with the scores reversed, the suit.

Again:—If the odd at "no-trump" would put the adversaries out, but the suit odd would leave them in, the suit should be declared, and more than ever if the suit odd would score game for our side.

Illustrations bearing upon the makes could be given without number, but this work is but a digest on the game of Bridge, and designed chiefly to suggest the correct line of thought. As will be seen, however, and as will constantly be more and more impressed upon the mind of the student, the score is the pivotal point round which the declarations at all times revolve, and declara-

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tions which would be entirely sound at some scores would be distinctly unsound at others.

A make which falls short of a standard is very apt to be doubled, and any doubled declaration but a spade may score game even from love. With the declarant the victor, well and good! With the opponents the victors, he (the declarant) will find to his sorrow that his rashness has proved expensive, it being visited upon him doublefold.

A distinct advantage possessed by a "no-trump" over a suit declaration is that the adversaries are thereby kept in the dark, sometimes until an advanced stage, as to our possible one weak suit, and in consequence often lead and play to our direct advantage.

However, an important factor present at a trump but absent at "no-trump" is the ability to ruff. This, however, often resolves itself into a weapon with a reversible edge, as potent for harm as for good, and, therefore, should not for a moment enter into our calculations bearing upon the make if the conditions otherwise are favorable to "no-trump."

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And now as to what our partner would likely declare in the event of our passing. The answer is forthcoming:—If there can be no question of “no-trump,” and as to this our own hand generally will aid us in determining, more often than not the suit in which we are weakest. We should carefully consider therefore, what assistance, if any, we could render in this particular suit, and then, weighing in the balance its respective worth as against what we would declare, give the preference to whichever apparently promises the best results.

We must learn to judge from our holding as to our partner's holding and most likely declaration. If we hold a single ace, or none at all, there is often a chance, and especially in the latter case, that he may call “no-trump” on aces. Holding ourselves two aces, this chance is practically eliminated.

Holding two honors in hearts, there is little chance that he will call hearts.

If we hold a singleton, or are void entirely of one suit, long and short suits are evidently the rule, and we may pretty safely assume, not only

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that partner holds a short suit, but an exceptionally long one.

If our hand be exceptionally red, partner's should be exceptionally black, and vice versa. In the one case we could expect only a black declaration, in the other, likely hearts or diamonds.

"NO-TRUMP" MAKES

The following cover general cases where "no-trumps" should be declared:—

When holding four, or even three aces, with or without other protection.

When holding two aces, with guarded king or queen, preferably king, in at least one of the two remaining suits.

When holding one ace with guarded king or queen, preferably king, in the three remaining suits.

*When holding a black suit of six or more cards headed by the tierce major, (ace, king, queen) and still another ace.**

* Hands repeatedly come up which, while not conforming strictly to the elements of strength specified

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“No-trumps” from four aces calls for no comment. 100 points above the line are an assured fact, and should far more than offset the possible loss below. However, with four tricks in sight, and dummy to reckon upon, the cases would be exceptional where a goodly number should not appear below. “No-trumps” from four aces should be called at any score.

“No-trumps” from three aces even lacking other protection, is practically obligatory. At

in the above rules, nevertheless contain equivalent strength, and undoubtedly warrant a “no-trump” declaration.

To the practiced player such cases will present no difficulty; however, the beginner and the moderate player will often find themselves in doubt.

For such the following test, commonly known as the “Robertson Rule,” will prove of great benefit:

Count each ace as 7, each king as 5, each queen as 3, each jack as 2, and each 10 as 1, and if the sum total reaches 24, and at least three suits are protected, “no-trumps” should be declared. (The advanced player will usually declare “no-trumps” if the sum total reaches 21.)

A *singleton* ace counts 4 only, a singleton king 2 and a singleton queen 1.

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the same time there are some who argue that "no-trumps" without four tricks assured, or with one suit defenceless, unless warranted by the score, is unsound. Experience nevertheless has shown that "no-trumps" under conditions as above described more often than not results in gain. If the unknown quantity in dummy's hand prove equal to the occasion, a good score is practically assured. In any event the 30 point honor score should offset, or nearly so, the possible loss of the trick score. However, should the hand contain a strong heart suit which insures fair promise of winning the game and the certainty of not losing it, preference undoubtedly should be given hearts.

"No-trumps" from two aces, though with guarded king or queen in a third suit; or from one ace and guarded honors in *all* the other suits, though to be sure attended with more or less risk, is nevertheless entirely sound and consistent with the principles of good Bridge. Bridge, it must be borne in mind, is to a greater or less degree a game of risks, and who would wish it otherwise? Absolutely to be guaranteed

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against loss in each and every situation would deprive the game of one of its greatest charms, involving no fine play, and therefore reducing it to a mere mechanical level.

Especially from the first holding should "no-trumps" be called if the two aces are red, as this would greatly lessen the chance of any but a black make on the pass; or from both holdings, if the ace suits have other protection, or if the protected honors are protected by *other honors*, as therein would lie added strength.

"No-trumps" from a black suit of six or more cards containing ace, king and queen (if the suit were red, the suit generally should be called) and another ace—the *sine qua non* to the make—would be very unlikely to miss the mark. It is thoroughly sound and generally results in a good score.

Some players recommend "no-trumps" from hands which, though void of an ace, contain guarded king in each of the four suits. One exponent asserts that the substitution of guarded queen, jack, for king in one of the suits need

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not necessarily place the hand beyond the pale of a "no-trumper," *provided* the kings be guarded by one or more lower honors.

"NO-TRUMPS" TO THE SCORE

When it is apparent that our only chance depends upon an expensive make, a weak "no-trump," it will be found, will usually turn out better than a weak heart or diamond. As a rule expensive makes to the score should be attempted only at a heavily adverse score in the rubber game or when we are a game to the bad.

With the adversaries perhaps 24 to our love on the first game, or when we are a game ahead, our declaration as a rule should be conservative. A risky make at this juncture might enable the adversaries to win on our deal and thus give them the advantage of starting the new game on their deal. Having the deal at the beginning of a new game, *especially the rubber game*, or when few points only are needed for game (*not* the rubber game) are entirely separate and distinct things.

"No-trumps" to the score may be called on

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Two aces, one being in sequence with king, or when there is some protection, even well guarded jack, in a third suit.

One ace, guarded king or queen in a second suit, and both king and queen in a third.

One ace and high card protection, preferably kings or queens, in two of the remaining suits.

A long black suit (six or more cards), containing ace, king and queen, and guarded king of another suit.

Guarded king in each of the four suits.

HEART MAKES

When convinced of the impracticability of a "no-trump" declaration, we next study our hand, naturally, with a view to its heart possibilities.

A heart make is of little less intrinsic value than "no-trumps," three tricks being needed for game from love at "no-trump," and but one more, or four, at hearts. Therefore, if halting between the two declarations, because of the additional risk which "no-trump" generally en-

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tails, the choice as a rule should rest with the suit.

When, however, there can be no question of "no-trumps," and hearts are doubtful, hearts nevertheless should generally be called if our hand assures three certain tricks and a probable fourth. Our only hope in passing would be that dummy would call "no-trump," and unless our own hand strongly points to this probability, to pass would simply be to incur needless risk.

An ingenious method of estimating the value of a trump is given by Charles Stuart Street, as follows:—(To the beginner at least it will be found of much help.)

To the number of cards in the suit considered add the number of honors it contains, and the certain outside tricks, counting each ace and guarded king as a trick. If the sum total reaches eight, the chances are in its favor; if more than eight, strongly so. If less than eight, as a rule it should be abandoned.

The following cover general cases where hearts should be called:—

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*When holding seven with or without honors,
or six with at best one honor, if in the latter
case there is some outside strength.*

When holding five with at least two honors.

In many such cases, however, there should be more or less outside protection depending in inverse ratio upon the number and particular value of the honors. With ace and king or with three honors, it is generally called regardless of other considerations. With queen or jack as the higher of two honors, at least two outside tricks or a fairly good four or five card plain suit should be in evidence.

(Hearts from five with one honor, and a four or five card plain suit, which may be easily established, is usually a sound declaration.)

*Declare hearts when holding four with three
honors, if holding another fairly good four
or five card suit; or if the hand promises
at least two outside tricks.*

*Declare hearts from four with four honors
regardless of outside strength.*

(The honor score, 64 points, would likely

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more than offset the possible loss of the trick score, and while as a rule, trick scores should be the first consideration, an honor score of this value is not to be ignored.)

DIAMOND MAKES

Diamonds occupy a somewhat anomalous position in the line of declarations. They represent, so to speak, the border line between attack and defence. Strictly speaking, they are not of the former class, and yet unquestionably they are not of the latter.

As from love score at a diamond trump eleven tricks would be needed for game, at love on the first or rubber game, or when we are a game to the bad, diamonds should rarely if ever be declared. To be sure, if the suit were exceptionally strong and the hand otherwise so constructed as practically to preclude the chance of "no-trumps" or hearts on the pass, the better policy might be to declare them, and get a start at least on the game. However, a hand so constructed might easily merge into a "no-trump" hand, and

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so of itself settle the question by leaving diamonds out of the question.

The border line between a trump and a "no-trump" hand is at times almost indistinguishable, appealing only to a player of the finest and most delicate perception. It behooves us, therefore, at all times to study our hand carefully and well before announcing a declaration which at the next moment perhaps we should be glad to rescind.

In cases where it is of vital importance that the game be won before the deal with the manifold advantage which it usually entails passes to the adversary, the adversaries perhaps being 24 to our love, we should rarely, if ever, declare diamonds.

On the other hand, to pass a diamond which with average help from dummy should score the needful tricks for game, for a possible "no-trump" or hearts, would be unwise. Game always should take precedence of a large score, and at no time should we incur needless risk.

However, when with a very low score, per-

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haps 6 or less, we are in doubt between a diamond and "no-trump," the choice generally should rest with the latter. The risk, to be sure, would be greater—since "no-trump" makes as a rule are attended with more risk than a trump—but so, in the event of the deal scoring in our favor, would be the attendant gain.

It cannot but be admitted that there is a growing prejudice, especially among our own players, against an original declaration of diamonds. They have been found so often to result disastrously when, had the make been passed, dummy could have called "no-trump" or hearts, with unusually fine results, or, make being passed, dummy has coolly announced a spade, that whatever we do we wish usually we had done the other thing. Reason, not prejudice, however, should govern the case, and when the score and the conditions generally seem favorable to diamonds, diamonds should be declared. When the reverse is the case, we should call upon dummy.

The rules governing the diamond make are

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practically the same as those governing hearts, which see. If we err at all, it is best to do so on the side of added strength.*

BLACK SUIT MAKES

As has been repeatedly impressed upon us, the attitude of the dealer is essentially that of attack. Defence, if defence becomes necessary, is the province of dummy.

The black suits, therefore, the inherent value of both of which is exceedingly small, should never be declared originally, except when, at an advanced score, we are sufficiently strong in the particular suit as, with average assistance from dummy, practically to be assured of the few tricks needed for game.

At love score, or any score where expensive points are demanded, not for a moment should they enter into our calculation.

Clubs may be called, the conditions being as above described, from 18 and over; spades,

* It is rarely, if ever, advisable to declare diamonds on four, save when including four honors.

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from 24 and over. At the score of 24 or over unless assured of our own make we should pass.

At 24 all on the rubber game many players pass on fairly good "all round" strength in the belief that their hand will fit in with whatever dummy may declare, and in the hope that he (dummy) may be warranted in declaring richly.

An innovation which is meeting with much favor and bids fair to become one of the recognized features of the game of Bridge, is the abandonment of an undoubled spade hand unless the score of either side stands at 20 or more. In an abandoned spade hand 2 points (one trick) are conceded to the dealer, and the honors, as in other deals, score to the side holding the majority.

In cases where our hand seemingly is without a trick, and especially when we are a game to the good, some players advocate a "defensive spade" in preference to a pass. They reason that as dummy's make would likely be expensive, and we would be powerless to help, the results could hardly be other than disastrous. Whether or not the policy will be generally adopted re-

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mains to be seen. Its objectors style it "The Spade Heresy."

A serious objection certainly to its adoption is that it is a complete "give-away" of our hand and, in conjunction with the exposed hand, renders us from the start an easy prey to the shafts of our opponents.

As "Badsworth" points out, an original protective policy is very apt to overreach itself. Starting, apparently innocently enough, with the least valuable declaration and in cases where the dealer's hand does not assure a single trick, it requires fine discrimination indeed, as well perhaps as a certain amount of moral courage, closely to draw the line as regards other declarations, and cases where the hand promises perhaps one trick, or a trick and a half, or possibly two tricks.

As a matter of fact, some advocate a "defensive club," in cases, for instance, where the clubs number four or five with perhaps as many honors, and the hand throughout is so uncompromisingly black that a passed red make points to disaster. Others recommend under certain conditions a

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“defensive diamond”; and, as the culminating cap-sheaf, “Badsworth” cites the case of a player who explained his declaration of a heart, which, it is needless to say, resulted disastrously, on the grounds that it was a “defensive heart.”

An original protective policy has besides the disadvantage of depriving one's partner, whose interest in the game and its successful issue is certainly equal with the dealer's, and who should be depended upon at all times and in all situations to do the best of which he is capable, of his rightful share in the choice of declarations, and thus not only reduces him to a mere figurehead in the game, but at times shuts out a good make which he could carry alone.

CHAPTER SEVEN

THE DECLARATION BY DUMMY

The considerations and rules governing the declaration by the dealer, save only that bearing upon his partner's probable make in the event of his passing, apply, though in a somewhat modified sense, to the declaration by dummy.

While a passed make does not necessarily imply weakness save in the respect of aces and the red suits, more particularly hearts, it nevertheless is a tacit admission that the dealer's hand is not up to the standard of an expensive make, and especially at a desperate score, conveys with it a sign manual of the hope of a good declaration from dummy.

The importance of making to the score should be as patent to dummy as to the dealer. Dummy should in fact at any score and at all times declare richly if his hand at all warrants his so do-

ing. Judgment and common sense, however, must be brought to bear, and by reason of the fact that his hand is to be exposed and serve as a vantage ground, as it were, not alone for his partner, but for his opponents, he is less warranted, perhaps, than the dealer in too closely "running the gauntlet."

When the dealer declares he is often accredited with greater strength than he in reality possesses. Not so, however, with dummy. The moment his hand is upon the table its true essentials are known. Without gloss or dissimulation, in all its bare, unvarnished details, it stands exposed. The most strategic management can accomplish nothing from it in the way of deception. Unconventional plays cannot mislead, nor can false cards deceive. In truth, when exposed to the cold scrutiny of calculating opponents, its very strength seems often perceptibly to diminish, and its weakness to become accentuated.

As can be seen, then, a make which falls below the requisites to a standard is much more apt to result in loss when declared by dummy, than

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when originally declared. Because of the dealer's acknowledged weakness in the red suits, a "no-trump" lacking red suit strength, especially heart strength, is risky and as a rule unwise. However, if the make is to the score, a weak "no-trump" is generally better than a weak red, because of the greater liability in the latter case to a double.

In considering a light "no-trumper," dummy should to some extent take into account the playing capacity of the dealer, he who will have the exclusive management of the two hands. With a player of doubtful ability, especially if pitted against strong opponents, fewer chances should be taken than with one of acknowledged strength. Even a thoroughly good player resents at times being called upon to make something out of practically nothing. It is not every one who can bring the same philosophy to bear as the player who affirmed that he made it a rule never to find fault with his partner's (dummy's) declarations; that the weaker the "no-trump" hand he made for him to play, the more he took it as a compliment.

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The test given for a trump declaration by the dealer should be used by dummy also; in dummy's case, however, the sum total should reach nine.

The rules given for the original heart make apply, though perhaps in a modified sense, to the passed make as well. To make the declaration absolutely sound dummy's own hand should insure four tricks.

The same, virtually, may be said of diamonds. Diamonds, though, are at times ventured on somewhat less strength than hearts because of the well known fact that the dealer will occasionally pass a fair diamond in the hope that dummy may call "no-trumps" or hearts.

It should constantly be borne in mind that the weaker the declaration, the greater the liability to a double. Clubs, therefore, though properly belonging to the defensive makes, should not be risked without average club strength, and, generally, more or less outside protection. The stronger the club suit in itself, the less outside protection needful, and vice versa. A doubled club, which would make the value of the suit

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equal with hearts, could easily carry the adversaries out even from love.

Not so, however, a doubled spade. Spades, by reason of their very nature, are the natural refuge of a weak hand, and declared, regardless of any special holding in the suit, when the hand practically shuts out any other declaration. Though at times, to be sure, they are declared from strength, more often than not they represent weakness, and are called, not with the hope or expectation of winning, but of *losing* as little as possible.

CHAPTER EIGHT

DOUBLING

The general make-up of one's hand, the state of the score, the particular value of the declaration, and the inferences it gives as to the maker's holding, the chance of a re-double, the position one occupies with regard to the maker, to say nothing of one's knowledge of the playing ability of the dealer,—each and all should enter into the calculation of the player who contemplates doubling.

Under the most favorable conditions doubling necessarily entails greater or less risk. The chance that the adversaries' score may be increased to *double*, or, in the event of a re-double, to *quadruple* what it ordinarily would be, is no light consideration. Therefore, unless the score, and the conditions generally, fully justify the double, the practice is one infinitely more honored in the breach than the observance.

As a rule when the advisability of a double is

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in doubt, the benefit of the doubt should be given its negative side, and, instead of from the house-tops proclaiming our strength, we should gracefully accept the policy of concealment. Doubling of necessity gives valuable inferences as to where the adverse strength chiefly lies, and the dealer's shots from the first may be definite and direct rather than tentative and uncertain.

The beginner at least should have nothing to do with doubling. In fact until a player is entirely familiar with the principles of scoring, and fairly well along in the intricacies of the game, he should let doubling discreetly alone, being warned by the not infrequent cases where a too ambitious and over-confident player has spread his pinions before they were yet ready for flight, and as a result covered both himself and his partner with confusion and defeat.

As a matter of fact, among the strongest and best players, where the declaration is on a sound basis and the inherent principles of the game thoroughly understood, doubling is but little practiced and re-doubling is almost unknown. It is usually the less sound and more visionary

who delight in the process, those who belong to the category of "adventurous no-trumpers" and "light-hearted makers of expensive suits."

Before venturing upon a double we should be entirely familiar with the score; not simply of our side, but of the adverse side as well. Having in mind the increased value of trick points which doubling would involve, we should know the precise number of tricks which either side must needs score to make game, and whether, in the event of the odd scoring to the dealer, he would make game *because* of the increased value, whereas otherwise he would not. We should calculate also upon the chance of a re-double and the bearing this would have upon the dealer's score.

It is perhaps easier to say when we should *not* double than when we should:—

Never unless prepared for a re-double.

Never when we need but the odd trick, but the adversaries two or more to win out.

Rarely at love-all unless practically assured of the odd. The dealer may re-double and win game.

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Rarely at "no-trumps" (save the score points to a desperation make), unless our own hand assures us of six tricks and a possible seventh. As the declarant has presumably a strong hand, 'twere folly to depend upon partner for more than one trick, if that. A double of "no-trumps" on fairly good "all round" strength is seldom advisable.

Rarely on spades unless assured from our own hand of four tricks and a possible fifth; or on clubs, diamonds or hearts, save to the score, unless assured of five tricks and a possible sixth.

We should bear in mind that doubling informs the dealer as to which is the strong adversary, and enables him the more readily to locate honors and to judge on which side to take finesses; also, that a double against the dealer is as a rule attended with greater risk than against dummy. With a weak hand, the dealer has the alternative of passing; dummy has no such privilege.

A good time to double, the conditions otherwise justifying it, is when the adversaries need but the odd trick, but we two or more to make game. A double under these conditions does not

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necessarily call for exceptional strength, and partner may often be depended upon for an average hand and perhaps the accredited three tricks.

Also a good time to double is when the double assures a reasonable prospect of winning game, with little or no fear of losing it in the event of a re-double.

As a bold make is warranted at times because of a desperate score, so a bold double is occasionally warranted because of similar reasons. We should bear in mind, however, the conditions being of this nature, the great danger of being re-doubled, and perhaps suffering complete rout.

Because of the uncertainty surrounding the spade make, a double of spades does not necessarily call for spade strength if the hand be otherwise strong.

A double of clubs, diamonds or hearts calls for trump strength.

The elder hand may double "no-trump" on any long fully established suit, when his hand is good for six tricks and a possible seventh.

The younger hand should double "no-trumps"

DOUBLING

only when holding a fully established suit, or at least exceptional strength, in *hearts*; or when, holding any established suit, he holds the ace of hearts as a re-entry. As in the case of the elder, unless the score points to a desperate make, he should be good for six tricks and a possible seventh.

The player doubling is best situated with regard to the maker when he is on the maker's left. This enables him to play after the strong player and therefore at times to make deep finesses. The elder hand is in the best position to double when the dealer is the maker, and the younger, when dummy.

RE-DOUBLING

The various considerations relative to the expediency of a double should guide us as to the expediency of a re-double. We should further consider the chance of again being gone over, and the bearing this would have upon the score of the winning side.

In estimating the value of a hand, it should be borne in mind that a player occupies the position

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of vantage who is to the left of the strong adversary. In this position finesses may be more freely indulged in, and certain combinations and cards often make which otherwise would not.

Because of the state of the score, we may occasionally re-double though not holding exceptional strength. As a rule, however, a re-double is *prima facie* evidence of a strong hand, and implies the ability to take, unaided, six or more tricks. A re-double of "no-trumps" proclaims strength in every suit.

"Badsworth" sums up the case as follows: "The declarant will of course re-double when he has a higher opinion of himself than he has of his doubling adversary, but the cases in which it is advisable for his partner to join in are so few, that it is safer not to re-double on your partner's declaration, while you feel there is anything left for you to learn about the game."

CHAPTER NINE

THE LEAD AT A DECLARED TRUMP

As a rule widely opposed principles govern the opening lead at "no-trump" and at a trump declaration. A moment's consideration will make the matter clear.

At "no-trump" the chances are often good that we may establish and bring in a suit. To bring in a suit at "no-trumps," the suit being established, the holder of the suit has simply to be in the lead, the element of *ruffing*, often so death-dealing a power to a long suit at a trump declaration, being essentially missing. At "no-trumps," therefore, establishment tactics are generally essayed and we originally lead from our longest suit.

At an undoubted suit declaration, however, other than spades,—spades, it must be borne in mind, more often than not stand for weakness

rather than strength—the odds usually are strongly in the dealer's favor, and our chance of bringing in a suit is practically *nil*.

Establishment tactics, therefore, are employed but seldom, but, as in Whist with trumps heavily adverse, our aim rather should be to make high or commanding cards early, before the suits in which they occur are liable to adverse ruffing; to force partner, and to invite a force; in a word, to play what, in Whist parlance, is known as a *running game*. If, therefore, we lead from our long suit at all, it is not as a rule so much with a view to its establishment and final bringing in, as to make what there is in it before it is liable to a ruff.

However, our policy of necessity must be more or less influenced by disclosures from dummy; hence the desirability of our first or "blind" lead, as it is often called, being such a card, when practicable, as will insure us the lead for the second round, after dummy's hand is exposed.

The lead of ace or king from an ace, king suit—ace, if holding ace, king only; king, if

LEAD AT A DECLARED TRUMP

holding ace, king and one or more others,—not only effects this object, but, what is often of great importance, does not deprive us of the command of the suit. Such lead, therefore, is generally conceded to be the best lead possible as against a declared trump.

Lacking this particular combination, king from a king, queen suit, long or short, furnishes a good substitute.

Lacking this combination also, a lead from our long suit is often advisable if it contain a high card lead. Lacking a high card lead, we may yet lead from the suit, and with the conventional fourth best, or we may lead from a short suit (a suit of three or less), as apparently promises best for the hand. The lead of a singleton may be resorted to if weak in trumps.

It would be especially undesirable to lead from our long suit if it contain a tenace as ace, queen; ace, jack; or king, jack; as the trick-taking capacity of such suits is usually greater if led *to* than if led *from*. A suit containing four cards only and but a single honor is also an undesirable suit to open.

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A short suit lead is governed usually by one of three considerations: the hope of reaching and strengthening partner, of placing the lead, or of securing a ruff.

A suit headed by two high or moderately high cards in sequence (if there be a sequence of three, so much the better), as king, queen; queen, jack; or jack, 10, is a particularly desirable short suit to open. The higher the sequence, the better the lead. A suit headed by jack, 10 or 9 is usually also a good short suit to open. In each of such cases we lead the card heading the suit.

However, we should be more or less influenced in our choice of a short suit by whether the make was passed or otherwise. If passed, the dealer evidently is stronger in black than in red, and, other things being equal, we should lead short red preferably to short black.

The generally accepted leads from suits long or short, are as follows:

Ace, from ace, king only.

Ace, from ace and one or more others, not including king.

LEAD AT A DECLARED TRUMP

King, when in sequence with ace or queen, or both, save, when in sequence with ace, the suit consists of ace, king only.

Queen, from head of sequence to 10, or from queen, jack, 9.

Jack, from jack, 10, 9.

10, from king, jack, 10.

Fourth best from other combinations.

Ace, when from any combination save ace, queen, jack, etc., when the follow should be queen, is followed with fourth best. Such follow proclaims two cards intermediate between the two leads, and, possibly, one or more lower. It denies the holding of *both* queen and jack.

Ace followed by queen proclaims jack. Ace followed by 10 proclaims both queen and jack.

(Ace followed by king proclaims no more of the suit and the ability to ruff the third round. This inference is important, and if properly taken advantage of often results in one or more tricks which could easily otherwise have scored adversely.)

Many players oppose the original lead of an ace suit on the grounds that ace is too valuable a

card at once to give up. Almost all agree, however, that ace is the correct lead from an ace suit (the suit not also containing king), this without reference to whether the suit be long or short. The importance of this lead cannot in fact be too strongly emphasized; all of us who have undergone the dolorous experience of *carrying home aces*—and who has not?—will find it strikes a kindred chord.

As has been said, a tenace suit, especially when made up of ace, queen; ace, jack, etc., should be led *to* rather than *from*. Therefore unless of such length as that it is seemingly expedient at once to *make* the ace, such suit should be avoided, at least until we have the additional light on the subject perhaps supplied by dummy. Should dummy show king of the suit, the primary object of its avoidance, the hope of catching the king, disappears, and we may open the suit or not as otherwise seems best.

King when led from ace but not queen is followed with ace.

Whether it be best to go on with the suit, dummy's hand and the fall to the first round will

LEAD AT A DECLARED TRUMP

usually aid us in determining. It should not be done if at the risk of establishing the suit adversely (unless it were evident that partner could ruff the suit), or if it would allow the weak adversary to ruff.

King, when led from *both* ace and queen, is followed with queen rather than ace, as being the more informatory. This, in accordance with the general rule for second leads calling for the lowest of the high sequence remaining from suits containing *more* than two high cards in sequence. Therefore, from ace, king, queen, jack, etc., king being first led, the follow should be jack.

King, being led from king, queen, etc., not including jack, is followed with small card if king hold the trick; otherwise, when regaining the lead, with queen, commanding card.

From king, queen, jack, etc., the follow should be jack. The dealer at times will hold up the ace on the lead of king, especially if holding ace, 10, etc., thinking thereby to tempt us to follow with small card and thus enable him to win second round with 10 and still hold the command.

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The follow with jack effectually circumvents any such plan, if attempted.

From king, queen, jack, 10, etc., the follow should be 10.

Queen, being led from queen, jack, 10, etc., without 9 is followed with 10; with 9 if the suit also contains 9.

10 is followed with king, if 10 fall to partner's ace; with small card, if to opponent's ace (queen not being with dummy), as queen, clearly, is with partner. 10 is followed with jack, the lower of the two sequence cards, king and jack, if 10 fall to queen alone, or if both ace and queen fall to the first round; with small, if 10 hold the trick and dummy shows neither ace nor queen, as both these cards must be with partner.

A fourth best lead proclaims three cards higher than the one led and, possibly, one or more lower. It denies such a high card holding as would warrant a high card lead.

Upon regaining the lead after an original lead of fourth best, we follow usually with commanding card if holding it. Otherwise, with second best, if holding both second and third best. This

LEAD AT A DECLARED TRUMP

to force the best and make third best command.

The impolicy of the attempt to establish a suit at a declared trump is to a great extent done away with if we ourselves are strong in trumps, holding four or more. There is then often a chance, and especially if we may force and thereby weaken the strong adversary, not only that our trumps may outlive his, but that our long plain suit, if we hold one, may, if established, be brought in. As at "no-trumps," therefore, establishment tactics are generally employed, and we lead conventionally from our long suit. Discretion being the better part of valor, to broach the trump ourselves would not as a rule be wise, at least until we have the additional light on the subject perhaps supplied by dummy.

This suggests the question: Are we at any time justified in an original lead of trumps? Waiving for the moment the considerations governing the lead to a double, it may be answered that a lead of trumps, dummy being the maker, offers at times the best apparent protection of our hand. If we hold four or five trumps

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not including an honor, and our plain suits are so constructed that they should be led *to*—they perhaps containing a tenace, or a single honor—or if our only four card suit is the trump suit, the three plain suits containing three cards each, we might do worse than to lead a trump.

A trump is occasionally advisable, too, our plain suits being as above described, though we hold less than four trumps, perhaps a singleton trump only.

In rare cases a short trump is admissible upon the dealer's declaration, for instance, when our trumps are headed by a high sequence, as king, queen; queen, jack, 10, etc.,—and our plain suits, as in the examples above given, are so constructed as that to open them ourselves would be to court disaster.

It is not that the trump lead in itself is good, but that another lead would, ostensibly, be worse. It is, as it were, a choice of evils, the lesser of which is believed to be the trump lead.

The principle involved is known as *placing the lead*, the inherent value of which is familiar to all Whist players.

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An original lead of trumps does not of necessity indicate a desire to exhaust trumps, but often, rather, to have our plain suits led *to*, and pone, upon securing the lead, should bear this in mind, and instead of returning the trump, unless it suits his own hand so to do, open such plain suit as apparently fits in best with dummy's holding. His lead of a singleton, or from a suit of two cards, with the object of a ruff, is often better than the return of the trump.

Upon a make of spades, more often than not a defensive make, we need not of necessity refrain from the lead of a spade, if strong in the suit, if the lead apparently would subserve to our best interests.

Spades are elusive, however, and the maker (dummy) has at times exceptional strength. Again, the dealer often is strong in the suit, and in such event our play would resolve itself into a lead up to strength, a play, excepting alone when for the purpose of placing the lead, diametrically opposed to the principles of good Bridge. However, if holding as many as five spades, the trump lead generally would be sound, the suit

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not being so constructed that it were better if led to.

Our policy upon partner's double depends partly upon the particular value of the suit doubled, partly upon whether the dealer or dummy were the maker, and partly upon our own holdings; save only when the double is to the score, when exceptional risks are at times taken, doubling of necessity indicates more or less strength, and, except upon a spade double, at least moderate strength in trumps.

Upon a double of spades, a lead of spades is often advisable if we ourselves are strong in spades, or if, though weak in spades, we hold a long plain suit, established or nearly so, or high card protection in shorter suits. In the one case the double doubtless is upon plain suit strength; in the other, trump strength; in either case the trump lead should and often does work to our advantage.

If, however, with weak trumps, and a hand generally weak throughout, we hold a singleton or a suit of two cards, it is often well to lead short in the hope of a ruff.

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Upon a double of clubs, diamonds or hearts, a trump lead is often good when dummy is the maker; by no means, when the dealer. Better, the effort to throw the lead to partner than the lead if in his judgment expedient, may come from him *through the strong*; or a lead from our long plain suit which in the event of partner's trumps outliving the dealer's, may, if established, be brought in.

When the advisability of the trump lead is in doubt it is often well to postpone it pending disclosures from dummy and therefore to hold the lead, if otherwise practicable, until his hand be exposed.

A short lead is often preferable to the trump lead when, we being weak in trumps, it seems expedient to work for a ruff.

As is seen there is no cast-iron rule governing the situation, but we should be influenced rather by one or another of the considerations above named. What would be right in one case would often be radically wrong in another.

The particular trump to lead to partner's double depends usually upon our numerical hold-

ing; the highest from three or less, the lowest from more. The best of a short suit is often a card of such value as will work to partner's direct advantage. A strict follow of the rule in any event often enables him, in conjunction with the data supplied by dummy, to approximate closely as to the number and value of the high cards of the suit held by the dealer.

Upon a re-double which rests with the dealer's side, the conditions are usually relatively the same as though there had been no double. We assume the maximum strength to be with the dealer, and as a rule pursue practically the policy we would originally have employed, taking care, however, not to force partner in the early stages, or before the true conditions are positively known.

Upon a re-double which rests with partner, we should be governed usually by the considerations above given regarding the play to a double.

As, upon partner's double of "no-trumps" it is of the first importance that we throw him the lead, it being reasonable to assume—the double not being to the score—that he has a long solid

LEAD AT A DECLARED TRUMP

suit with the capacity perhaps to take six tricks and a possible seventh, by a recognized convention his double of "no-trumps" should indicate the ace of hearts as a re-entry.

We, therefore, lead our highest heart, and if it wins, follow with next in value. This is known as the HEART CONVENTION.

To be sure if *we* hold an established suit—an unlikely contingency—we would first *run* with our own suit and then lead the heart.

Should we hold no hearts—another unlikely contingency—the lead of our weakest suit would stand the best chance usually of hitting partner's suit. As a matter of fact the weak suit lead upon pone's double of "no-trumps" is adopted in England and by some of our own players in preference to the lead of a heart. It is known as the WEAK SUIT CONVENTION.

CHAPTER TEN

THE SECONDARY LEAD

Having held the lead until dummy's cards are exposed, as a guide to our second lead we have not only the inferences perhaps gathered from the first round, but the data supplied by dummy. It is superfluous to state that we should study dummy's hand with the minutest care, noting both its weak points and its strong, and turning all, as far as possible, to our own advantage.

While at a declared trump in rare cases only do we, "non-dealers," stand a chance of winning game or even the odd trick, nevertheless it will often be possible to *save the game*, and to this end our efforts should first be directed. A moment's calculation based upon our knowledge of the value of the declaration, and the adverse score, will enable us in each and every case to determine the number of tricks our side must

THE SECONDARY LEAD

needs score to compass this end. Five at "no-trumps," four at hearts and three at diamonds, will save game when the adversaries are at love. One trick saves a grand slam, or 40 points in the adverse honor score; two, a little slam, or 20 points in the adverse honor score. As our time usually is short it behooves us to use it to the utmost.

It will often be advisable to go on with the suit first led, especially if holding the command. If this seem inexpedient, and generally it would if a second round would establish the suit adversely, or allow the weak adversary to ruff, dummy's own hand often will suggest the proper alternative.

If he holds an established suit, the dealer's policy undoubtedly will be to exhaust trumps and bring in the suit. In such a case we should be more than ever nimble and quick, and garner what we may before the dealer gets in the lead.

A good lead often is a lead through dummy's strength. *A lead through strength is the lead of a suit in which the player who will be second player to the trick is strong.* Such lead, com-

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selling a play from the strong holder before third player (our partner) plays to the trick, often results in partner's winning a trick in the suit with a card which otherwise would be valueless.

The terms *leading through strength*, and, conversely, *up to weakness*, are familiar to all Whist players, the principles they embody being coeval, so to speak, with the birth of Whist. Their application is peculiarly effective in Bridge because of the exposed hand, and the knowledge absolute one possesses of the location of certain cards.

There can be no doubt that Bridge in many respects furnishes valuable object lessons in Whist. By reason of the exposed hand, and our certain knowledge from the start of twenty-six rather than thirteen cards, the plan we have in view and the ends we endeavor to attain, as well as the difficulties we must surmount, are more forcibly impressed upon us than in Whist, where we see but the one hand, and can know inferentially only as regards the others. Assuredly, a broader, keener and more comprehensive Whist player should be the legitimate outcome of the wide-awake and successful Bridge player.

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A lead through dummy is especially recommended if he hold a single honor suit (the honor not the ace), and we lower honors in sequence of the suit, as king and small with dummy; queen, jack, etc., with us. The lead of queen, the higher of the cards in sequence, in the event of ace being with partner, would place dummy at a direct disadvantage, and, if followed with jack, as undoubtedly should be done, should queen hold the trick, result often in dummy's king not making at all.

As a rule the combinations from which it would be undesirable to lead are the ones which can most effectively be led through. A partial list is given: king and small cards; queen and small; ace, queen, alone or with others; ace, jack, alone or with others; king, jack, alone or with others.

A lead through dummy's strength would be the reverse of good if we hold high cards in sequence of the suit higher than his highest, or high cards of the suit which are not in sequence, particularly a tenace as ace, queen; ace, jack; or king, jack.

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A lead through dummy's strength would also be unwise should the suit with him contain two or more high cards in sequence, or a *fourchette*,* over a supporting card in our hand. In either case he would cover the card led and defeat the object of the lead.

A trump is occasionally led as a secondary lead, regardless of what we hold in trumps, in cases where dummy (or perhaps the dealer) is void of our long plain suit, and weak in trumps. This in the endeavor to exhaust his trumps and deprive him of the power to ruff the suit.

When dummy holds a long suit which may be established in one or two rounds, weak trumps, and a singleton ace (his only outside re-entry), it is often well to lead the singleton ace suit. This, at once depriving him of re-entry, would greatly lessen the chance of the suit when established being brought in, making it dependent in fact upon the dealer putting him in through a card of the suit. Should he, the dealer, prove short in the suit, he will often be powerless to do so.

* See page 99.

THE SECONDARY LEAD

In cases where dummy holds no re-entry, save in his long suit, it is often advisable if holding ace of the suit, to go at once for two rounds of the suit, in the hope thereby to exhaust the dealer. This by some is considered better than holding up the ace in the event that the dealer opens the suit, because of the ever present danger that he, the dealer, may trump the second round and our ace not make at all.

Picking up a singleton is a phrase applying to the lead of ace of a suit of which dummy holds a singleton, when he is at the same time weak in trumps and short in still another suit. The object of the play is to *make* the ace before the dealer has a chance to discard the singleton and ruff the suit.

(The several plays last mentioned are equally applicable to the leader or pone under conditions as described.)

CHAPTER ELEVEN

THE LEAD AT "NO-TRUMP"

The principles governing the lead at "no-trump" have already been briefly touched upon. At "no-trumps" it is not infrequently the case that the leader's long suit is the declarant's one weak suit, and, inasmuch as he, the declarant, by his declaration of "no-trumps," has deprived himself of the ability to ruff the suit, there is often a good chance that the suit if established may be brought in, especially if the leader holds re-entry, perhaps ace or guarded king of another suit.

Establishment tactics, therefore, are generally employed and our opening lead is from our longest suit. One exception may be noted, to wit: when the suit contains four cards only, with a single honor or none at all.

In such case our better policy usually is the

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effort to reach our partner's suit. This can best be accomplished as a rule by a lead from our weakest suit, it being in accordance with the doctrine of probabilities that our weakest is partner's strongest. If having two equally weak suits, one red, the other black, the red usually should be chosen in preference to the black, the dealer ostensibly having less strength in red than in black, and the chance being greater, therefore, that partner is strong in red. So if having to decide between hearts and diamonds, hearts generally are preferable to diamonds.

Conformably to the same line of reasoning, if at a halt between two long suits of practically the same value, one red, the other black, we should lead the red in preference to the black, and as between the two reds, preferably hearts.

If holding two suits of equal value numerically, one headed by ace, the other by queen, both otherwise void of high card strength, the queen suit generally should be led preferably to the ace. Should it become established, through the ace re-entry, we could perhaps bring it in.

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Should the ace suit become established, the queen would be but doubtful as a re-entry.

Comparatively few players at Bridge properly estimate the value of re-entry cards, especially at "no-trumps," and when holding an established, or nearly established, suit. An established suit can avail naught unless one is in the lead. Therefore, until our suit is established, unless the chances of its becoming established are practically *nil*, at least one re-entry should if possible be held up, and more than ever, if we know, or suspect, that partner is void of the suit and that we must fight single-handed.

Herein lies the germ of the principle, constantly recurring at Bridge, upon a "no-trump" declaration, of holding up the command of the adverse suit for the first and often also the second round, save when we hold two commanding cards of the suit, when our own or partner's suit is established, or when for some other reason it seems desirable to take the lead.

The state of the score must guide us as to how long the holding-up policy would be safe, or should be indulged in. We should not forget

THE LEAD AT "NO TRUMP"

that while we are refusing tricks, the adversaries are scoring them. Besides, the suit may be changed and our command not make at all.

After the foregoing, it may be superfluous to add that the lead of a master card at "no-trump," as at a declared suit, for the oftentimes valuable look at dummy, would be unsound, unless, an unlikely contingency, we can well afford it because of an embarrassment of re-entries.

The card to lead at "no-trump" is subject to the principles governing the lead of trumps in Whist, and often extending, especially when holding outside re-entry, to a plain suit lead after trumps are exhausted.

Unless holding exceptional strength, high card or numerical, not a high card, but fourth best should be led. A threefold objection exists to the lead of a high card when not fully warranted by the suit's strength: first, it minimizes the chance that partner will take a trick in the suit; secondly, two rounds may exhaust him and so render him unable, later, in the event of his having a lead, to return the suit; thirdly, but by no means the least important, if we at once give

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up our high or commanding cards, we materially lessen the chance that we ultimately will hold the command. The primary object of the lead would often therefore be defeated and we would be powerless to bring the suit in.

A good general rule covering trump leads may be given as follows:

Usually lead fourth best. Lead high when the suit contains seven or more cards if the conditions otherwise warrant the lead of a high card.

Generally lead high if the suit contain three honors, at least two of them in sequence.

When leading high, lead the same high card that would be led at a declared trump.

To summarize:

Lead ace from ace and seven or more others, not including king.

Lead ace from ace, queen, jack, etc., if holding re-entry in another suit. Lacking re-entry, lead queen, unless the suit contain seven or more cards, when lead ace.

Lead king when in sequence with ace or queen, seven or more in suit.

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Lead king when accompanied by ace and queen; ace and jack; or queen and jack from suits of four or more.

Lead queen from head of sequence to 10, four or more in suit, or from queen, jack, 9, seven or more in suit.

Lead jack from head of sequence to 9.

Lead 10 from king, jack, 10, etc.

From other combinations lead fourth best.

On the second round generally lead commanding card, if holding it, unless it be in sequence with one or more lower cards, when lead lowest of sequence.

Otherwise, if remaining with second and third best, usually lead second best.

CHAPTER TWELVE

SECOND HAND PLAY

Second hand play is not only influenced in a greater or less degree by the nature of the declaration—whether “no-trump” or a suit—but by the position one occupies with regard to dummy. It should, therefore, be considered from four separate viewpoints.

It may be stated that second hand play as herein considered pertains chiefly to the non-dealers. As applying to the dealer and dummy, it will be found duly considered under its respective heading.

We will consider first when we sit at dummy’s right: In this position we are told to “beat the dummy” if we can. This does not mean, though, at too great a cost, when dummy’s cards are low; or that we should necessarily play ace on the first round of a suit, low card led, when, dummy hold-

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ing low cards only of the suit, there exists no apparent reason why partner should not score the trick.

It applies chiefly to cases like the following: Dummy holds a high card, perhaps guarded queen of the suit led; we hold guarded king. The play of king is obvious, and more than ever at a trump declaration, when, as has been explained, it behooves us usually to take all the tricks in sight.

However, as there is no rule which is not subject to modification, so cases will at times arise where to beat the dummy would be unsound, though otherwise he will score the trick. For instance: we hold ace, jack, etc., and dummy guarded king of a suit of which small card is led. The play of a low card rather than ace would presumably leave us with a direct tenace over the dealer, and, upon the return of the lead, result often in our winning two tricks in the suit rather than one. This applies particularly at "no-trump"; at a trump, it would of necessity be attended with more or less risk because of the inevitable ruffing to which a suit is liable.

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When dummy holds a tenace as ace, queen, etc., over king, jack, etc., in our hand, we play low; with the holdings reversed, ace. However, with high cards in sequence, as king, queen, etc., in our hand, as against ace, jack, etc., with dummy, we play queen, lower of cards in sequence. The dealer otherwise might finesse the jack.

The following rules cover general cases where a high rather than a low card should be played second in hand. Except where stipulated to the contrary, they apply equally perhaps whether we sit at the right or the left of dummy.

At a declared trump cover an honor led from strength with ace. At times also cover small card led with ace.

At "no-trumps" generally hold up the ace, even at times an honor led, and when it is known the trick otherwise will be adverse.

(Exception: When holding an established suit, and especially when there are enough tricks in sight to insure game.)

Cover an honor with an honor lower than ace if not more than twice guarded, though an

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honor higher still, perhaps ace, be held adversely.

(The cover forces the higher adverse card, or holds the trick. If the former, it compels two adverse high cards to the one trick, and thus often raises to command in the hand of partner a card of the suit which otherwise would be valueless.)

Cover a 9 or higher card when holding a fourchette (a card higher and a card lower than the one led).

(The motive of the play, as in the case just explained, is to hold the trick, or force a higher adverse card, and thus defeat the evident bearing of the lead. The cover from a fourchette has the additional advantage that it can do no possible harm to our own hand. Many players believe so implicitly in the value of the cover from a fourchette, both at Bridge and Whist, that they advise it from an imperfect fourchette, as for instance jack, from jack, 8, etc., on 10 led.)

Cover the card led when inferences from the eleven rule show that we hold all the cards*

* See page 104.

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higher of the suit than the one led which are not with the leader, playing the lowest of these cards.

(The card so played, barring a trump, will hold the trick.)

Cover the card led when holding two or more high cards in sequence, playing the lowest of the sequence.

(To be sure if, when we play before the dummy, we see that a smaller card will hold the trick, we waste no strength but win as cheaply as possible.)

Save in situations covered by the foregoing, generally play low on low card led when dummy's cards are low.

When we sit at dummy's left, we consider as cards in sequence, not simply cards in sequence in our hand, but any in his hand which form a sequence with ours. For instance: we hold ace, queen, etc., of a suit of which dummy holds king. Dummy leads low. As ace, king and queen are in sequence, we play queen. So, also, to a low lead from dummy we play *jack* from a suit of which we hold king, jack, etc., and dummy,

SECOND HAND PLAY

queen; or king, from king and others, when dummy holds *ace*.

These plays are obvious and will readily appeal to the intelligence of the student.

When, sitting at dummy's left, we hold two cards only of the suit led, one an honor, we generally play low save when from his holding we know that the higher card will win, as when we hold king and one lower and dummy ace; or ace and one lower, and dummy king.

CHAPTER THIRTEEN

THIRD HAND PLAY

Third hand play is influenced by the player's own holding, by dummy's holding, and by inferences from the lead.

As in the chapter on Second Hand, the rules and considerations herein advanced apply chiefly to the non-dealers. While the principles underlying third hand play, whether by the dealer or non-dealers, are essentially the same, nevertheless the dealer, because of his certain knowledge of his partner's holding, and the fact that he alone generals the two hands, to say nothing of his deceptive policy, has in many respects a law unto himself, and, when it suits him so to do, may and should adopt methods, if trick-winning, peculiarly his own.

Third hand play upon the lead of a low card is subject to a two-fold consideration: The de-

THIRD HAND PLAY

sire, first, to take the trick; failing this, to compel a higher adverse card, and thus work to the earlier establishment of the suit.

Therefore, upon the lead of a small card, we, third in hand, play the card heading the suit in our hand, unless it is smaller than the card led, or the one played by second hand, or unless it is in sequence with one or more lower cards, when, in the first two cases, we play smallest of suit; in the last named, lowest of sequence.

Modifications of the rule because of inferences from the ELEVEN RULE, or because of a card or cards in dummy's hand which warrant a FINESSE, will be considered presently.

It will of course be understood that the strict letter of the rule does not apply to the elder hand when in the position of third hand player if disclosures from dummy make a departure expedient. That is, the play by him from a holding including both king and 10, of king rather than 10, if dummy holds neither queen nor jack, and the dealer has played low, would not only be misleading, but exceedingly puerile. So, also, would be the play of his highest, the dealer not having

so played as to compel it, if dummy has none of the suit led.

As has been explained, when we sit at dummy's left, we include as cards in sequence, not only such cards in our own hand as are in sequence, but such in dummy's hand as form a sequence with our own. To the lead, therefore, of a low card of a suit of which dummy holds jack and we queen, 10, etc., we play not queen, but 10, as, obviously, it will hold the trick or compel king or ace.

The play of the lowest of cards in sequence is a valuable means of imparting inferences, and by the non-dealers at Bridge should be studiously observed.

The ELEVEN RULE is a rule the use of which often enables a player definitely to calculate as to number, and approximately as to the value of the cards of a suit higher than the one led which are *not* with the leader. By reason of its very nature, the eleven rule can be applied only on the lead of a fourth best, and rarely can it be made practicable on a card led lower than 6.

To apply the rule we simply deduct from

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eleven the number of spots on the card led. If, for instance, 8 is led, as 8 from eleven leaves three, there are then three cards higher than the 8 which are not with the leader.

Now for the value of the inference: We will again assume that 8 is led; further, that queen and small of the suit are with dummy, and ace, jack, etc., with us, third player. As the three cards higher than the one led (8) are accounted for, we play not ace or even jack, but small. The 8 barring a trump, will hold the trick. We should use care, however, to get rid of ace on the next round, especially at "no-trump," if otherwise it might block.*

The player familiar with the principle of the ELEVEN RULE will readily recognize the opportunities, as they occur, for its application. It of course develops in various forms.

FINESSE is the effort to take a trick with a card lower than the highest held of the suit led and not in sequence with it.

As a rule third player at Bridge takes but little chance in his partner's suit, somewhat more lati-

* See page 108.

tude, however, being allowed at "no-trump" than at a trump. Even the finesse in general use in Whist of queen from ace, queen, etc., is but little used in Bridge. To be sure if, when holding ace, queen, etc., king appears with dummy, the play of queen would be obvious. This, however, would not constitute a finesse, but the play simply of lowest of a sequence. A play constitutes a finesse only when the location of a card or cards intermediate between the one played and one or more higher ones held is unknown. Note the difference.

As a matter of fact, all finesse by third player should have for its aim the capture of one or more high cards from dummy. It follows that if dummy holds no high card of the suit led, third player should take no finesse. Let us assume dummy to hold guarded queen and we ace, jack, etc., of the suit of which low card is led. With the twofold hope of winning the trick, and, eventually, catching dummy's queen, we finesse the jack, and, should it win—and the chances are that it will, since king, the only high card of the suit not definitely accounted for, is likely with

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partner—we at once return the ace. If dummy's queen be twice guarded only, it must inevitably fall on third round to partner's king. (To be sure the third round of the suit may be trumped. This, however, is not the question; we are considering simply correct third hand play under conditions as above mentioned.)

Should dummy hold twice guarded king rather than queen, and we ace, jack, and one other only, the finesse of the jack, especially at "no-trumps" would rarely be wise. In fact, unless partner should hold two re-entries—an unlikely proposition—the finesse would gain nothing. Better, therefore, at once to put up the ace and return the jack, forcing the king and establishing the suit in the second round. Then if partner holds *one* re-entry, or even if *we* hold re-entry—we still remaining with the small card of the suit—the chances are good that he, partner, will sooner or later bring in the suit. To be sure the dealer may refuse to put up dummy's king to the second round. Not to do so would in many cases be his only correct play.

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When a STRENGTHENING CARD is led, we know precisely what higher cards of the suit are held over us, and must be guided by developments and our own holding, as well often as by the state of the score, as to the expediency of passing, of playing the command (if holding it), or of covering with a higher card, not the command.

A SUPPORTING OR STRENGTHENING CARD *is a card of high or moderate rank, as king, queen, jack, 10 or 9, led in the hope of strengthening one's partner's hand; that is, of forcing higher adverse cards and saving the high cards of the suit held by the partner.*

UNBLOCKING *is a form of play by which we endeavor to rid our hand before the final round of partner's suit of such card or cards as might otherwise block the suit; that is, force us to take the lead in the suit when having none to return him.*

Careless play in the respect of unblocking often results in the loss of one or more tricks, the holder of the suit being unable to recover the lead and his long cards failing to make. It should

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be distinctly borne in mind that it is the shorter suit which unblocks to the longer.

Unblocking applies chiefly at "no-trumps." At a trump a suit adverse to the dealer is rarely brought in. Establishment tactics, therefore, are optional rather than obligatory, and the original lead does not always by any means stand for the longest suit.

At "no-trumps," however, the lead as a rule is from the longest suit, and with a view to its establishment and final bringing in. To aid in these efforts becomes, therefore, our first aim and consideration. A *high* card at "no-trumps" indicates exceptional strength, high card or numerical, or both. Under certain conditions, therefore, a high card being led, it behooves us at once to unblock.

If holding king and one other only, to the lead of ace or queen, we play king.

If holding ace and one other only, to the lead of king, we play ace.

(These plays, it will of course be understood, as are all plays in Bridge, are necessarily subject to disclosures from dummy which would make

a departure expedient. It is hardly necessary to explain that they would be distinctly unsound should dummy hold a card of the suit of such value as, *because* of the unblocking, would ultimately be in command, as jack twice guarded, or 10 three times guarded.)

If holding three cards, including one or more honors, of the suit of which partner leads high, to the first round we play second best and to the second round best, keeping the lowest or least valuable until the third round.

(As an example:—We hold ace, king and one small of a suit; partner leads queen of the suit. Unless we rid our hand on the two first rounds of ace and king we will inevitably *block*. Therefore, to the lead of queen, we play king, follow on second round with ace, and on third round put partner in with the small card, and thus enable him to make or bring in the suit.)

If holding four cards of partner's suit, the lead being high, to the first round we play third best, to the second round second best, and to the third round best.

(Thus, as in the above mentioned cases, we

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keep our smallest until the final round, and so render it possible to put partner again in the lead, or at least preclude the danger of taking the lead from him in the event of his being in the lead.)

If holding five cards of partner's suit, the lead being high, to the first round we play fourth best, and to the second round up or down as developments apparently make expedient.

If indications point to our being longer in the suit than partner, we so play, it goes without saying, as to establish the suit in our hand rather than in his. At "no-trumps" the play to partner's lead of a high card of first a higher and then a lower card of the suit—such play as in Whist would constitute a trump signal—is an indication to partner that we wish him to continue the suit.

A similar inference attaches to a similar play upon partner's lead of king, at a declared trump; the play, that is, first of a higher and then a lower card of the suit. The play is known as an ECHO, and is made when we hold two cards only of the suit (not an honor), or queen and

two small. It indicates the ability to ruff the third round or to win with queen. In either case the inference is important, especially so if in the latter case, partner can read that the third round if trumped at all will be trumped by the strong adversary.

CHAPTER FOURTEEN

RETURN LEAD

As the principles underlying Bridge leads vary accordingly as whether "no-trump" or a suit is declared, so the principles governing the return lead correspondingly vary.

As at "no-trump" the lead is from the longest suit, and, if it be not already established, with a view to its establishment and final bringing in, so at "no-trump" the return lead should bear upon the same subject.

Because of the enormous advantage enjoyed by the dealer, complete harmony between partners is, if anything, more essential in Bridge than in Whist. If, instead of concentrating our efforts upon one and the same goal, each of us works separately and independently, our work is uneven and divided, and not only do we fail to accomplish the greatest good for our side, but in

reality we often contribute in no small degree to the success of the opposing side.

Therefore, upon winning our partner's lead at "no-trump," or as soon as securing the lead, as a rule we should at once return the suit and thus aid in the efforts at establishment. Even though the command of the suit be with dummy, or inferences from the eleven rule point to a high card, possibly the command, with the dealer, unless dummy holds an established suit which the dealer may at once run off, the suit as a rule should be returned.

To be sure if *we* hold an established suit, we should first make our own suit. So, also, if having reason to believe—a *reason existing in fact, and not simply in our imagination*—that our own suit could be more easily established, we at the same time holding re-entry, we may usually shift to our own. However, if there is any doubt on the subject, the benefit of the doubt should be given to the suit which has just been led. As a rule it is difficult to establish *one* suit; to attempt to establish *two* is usually the height of folly.

RETURN LEAD

No objection of course could be raised to the lead first of king from ace, king, jack, etc., and less than ever, if queen of the suit were with dummy. Such policy in fact would be highly commendable, inasmuch as it would furnish partner with a valuable clew for a lead later, *through* the queen.

The proper card to return depends upon our numerical holding. If remaining with two only, we return the higher; if with three or more, the lowest, save when holding the command, or both second and third best, when, in the one case, we lead command, in the other, second best. However, if we have begun to unblock in the suit, holding originally four, we return not our lowest but our highest card, treating our holding in the suit rather as a short suit. Otherwise we would undo all the good we have already done and run the risk of *blocking*.

Some players approve of the return of jack, 10 or 9, as the case may be, regardless of number, if nothing higher is with dummy, on the grounds that a card of this rank would give partner the advantage of position, and often enable

him to save a high and valuable card of his own. Such play in fact would conform to the twofold principle of a lead up to dummy's weakness, and of the lead of a card higher than his highest and furnishes, therefore, a notable example for departure from rule.

At a declared trump, the return of partner's suit, far from being obligatory, is often inadvisable.

However, the suit generally should be returned if the lead has shown a strong suit, one already established or nearly so, and we are strong in trumps, perhaps holding four or more. Under these conditions, and especially if we can force the strong adversary, the importance of which in this and similar situations cannot be too strongly emphasized, partner's suit eventually may be brought in.

So, also, if we hold the command of the suit, or infer it is held by partner, or that he has led for the purpose of a ruff, or if we ourselves may ruff the third round, holding weak trumps, the suit generally should be returned. In fact, a similar policy to that recommended for the elder

RETURN LEAD

hand as against a declared trump, when himself weak in trumps, should usually be employed by the younger hand, also, when weak in trumps. That is, he should *make* high or commanding cards early before the suits in which they occur are liable to a ruff, force his partner, and freely take a force.

When inferences from the eleven rule show that the small card led is not a fourth best, or when the lead of a high card is, clearly, not from the conventional holding, the lead has some other object than the attempt at establishment. Often the second, or at most third round of the suit will find partner void, and in a position to ruff, the dealer having not in the meantime had one or more rounds of trumps and perhaps exhausted him.

To detect that a small card led is not a fourth best, we simply apply the eleven rule, and if it turns out that there are more high cards out against the leader than a fourth best would proclaim, the lead is not a fourth best, but more often a single card, or the better of two.

We should not fail to take into account that

as a secondary lead partner will often lead through dummy's strength, and be guided accordingly in our inferences and resultant play. When this, it is evident, is the motive, we should not return the suit, but endeavor rather through some other suit to put partner again in, that *he* may continue it. By repeating this process once or twice, as apparently expedient, and as within our power to do, dummy's high cards of the suit are often completely hemmed in and fail to make, the tricks in the suit scoring to our side rather than adversely.

We are at times in the lead when partner has doubled and yet refrained from the lead of a trump. Such situation truly calls for consideration. When the dealer is the maker, it is often the case that partner is waiting for the trump to be led by us and it is important that we make no mistake. Much, however, must be left to the perception of the individual player, as rules fitting each and every case would be impossible. To be sure we can often be guided to a greater or less extent by the considerations, as explained in a former chapter, governing the elder's lead

RETURN LEAD

upon his partner's double: *—that is, the particular value of the suit doubled, whether the dealer or dummy were the maker, and our own holding.

Upon a double of spades a trump lead is often advisable if dummy is weak in spades, especially if we are strong in spades, or if we hold a good plain suit or protection in shorter suits.

However, if, with weak trumps and a hand generally weak throughout, we are short in one suit, the short lead with the object of a ruff is often preferable to the trump lead.

Upon a double of clubs, diamonds or hearts, the dealer being the maker, the trump, if led at all by the non-dealers, should undoubtedly be led by pone, and a round will be found seldom to work to our disadvantage, especially if we hold a moderately good plain suit or protection in shorter suits. Less than ever could the lead be objected to if dummy's trumps are small and we may lead higher than his highest.

However, as upon a spade double, if we hold a singleton, or a suit of two cards, we may first

* See page 80.

lead short, if in our judgment expedient, with the object of securing a ruff.

A lead of this nature with the same object in view is often preferable to the return of a trump lead. As has been explained, a trump lead by partner does not necessarily indicate a desire to exhaust trumps, but often rather to have his plain suits led *to*. A return of trumps is, however, usually advisable, our hand not containing a short suit which may be led with apparent profit, if we are protected in the plain suits, and the relation of our trumps to dummy's is not such as that it would be manifestly better for the lead to come again *through dummy*.

Special leads, such as *picking up a singleton*; the lead of a suit of which dummy holds a singleton ace (his only re-entry), weak trumps, and a long though unestablished plain suit; the lead of a trump, regardless of our holding in trumps, when dummy is void of our suit and weak in trumps;—all of which are equally applicable to either of the non-dealers, have been explained under the heading "Secondary Lead." The lead of a trump under conditions as above described

is especially important if the dealer has refrained from the lead of a trump with the object ostensibly of securing the ruff.

A few principles governing our play when we sit at dummy's left, otherwise answer to the call of PONE, and bearing upon the relation of our holding to dummy's, are here given:—

First and above all we should bear in mind the importance of a lead up to dummy's weakness. This has reference not so much to numerical as to high card weakness.

If a suit in dummy's hand is without an honor and we lead a card of the suit higher than his highest, we beat him from the start and the play often resolves itself into a case of two to one as against the dealer. Especially should we observe this play from a suit containing a sequence of high cards higher than dummy's highest.

When dummy's only weak suit is the trump suit, his plain suits perhaps containing a tenace or a single honor, it is often well to lead a trump.

The lead of a suit containing guarded king in

our hand to guarded queen with dummy would be unwise; so, also, would be the lead from an ace suit in our hand to guarded king with dummy; or, vice versa, from king suit in our hand to ace in dummy's. In all such cases we will be left in better position if the suit be opened elsewhere.

A low lead of a suit in which dummy holds exceptional strength should mean our ability to ruff the suit. So, the lead by the elder hand of a suit in which dummy holds three high cards in sequence, should convey a similar inference.

CHAPTER FIFTEEN

THE DISCARD

When we have no card of the suit led and do not trump, we play a card of another suit, usually the lowest held of the suit. Such play constitutes a DISCARD.

The discard at Bridge, as was the case for so long a time with the discard in Whist, has been and is still a fruitful source of discussion.

Some advocate the discard from strength at a trump and weakness at "no-trumps"; others, from weakness both at a trump and "no-trumps"; others again, from strength both at a trump and "no-trumps."

The last named, though seemingly in direct contradistinction to the now generally accepted system in Whist, is in reality governed by the same principle, and for this reason perhaps has a constantly increasing number of adherents.

The Whist discard calls for weakness under usual conditions, but strength at an adverse declaration of trumps. In Bridge both at a trump and at "no-trumps" there is an adverse declaration of strength, greater and more varied often at "no-trumps" than at a trump which practically shows strength in one suit only.

As in Whist, then, at an adverse declaration of strength, there surely is wisdom in throwing from our longest or best protected suit (which at most will probably score two or three tricks only) not only as a signal to our partner as to what constitutes our best suit, but—often the more important reason—to guard our shorter or weaker suits in the hope that we may eventually block the adversaries. A twice guarded jack or three times guarded 10 will at times effect this end.

When by reason of developments or the peculiar construction of our hand the strength discard would probably entail loss, the REVERSE DISCARD comes in as a valuable intermediary.

THE DISCARD

THE REVERSE DISCARD* is the discard first of a higher and then a lower card of a suit—such play as in Whist would constitute a trump signal—and it conveys an inference exactly the reverse of that which the discard usually conveys. By the advocates of the strength discard it indicates the weakest rather than the strongest suit. It may be stated that the reverse discard should be attempted only when there is a practical certainty that it may at once be completed; that is, that the suit which is being led will go a second round uninterruptedly. Otherwise partner if attempting to reach our suit may justifiably take his clew from our one discard, and open the wrong suit, perhaps with disastrous results.

It has been suggested that when our best suit consists of four cards only, containing but a single honor—a weak suit at best—we make no attempt to indicate strength, but discard rather from a suit which has already been led, if

* The reverse discard is used also by the exponents of the weak suit discard. With them it indicates the strongest rather than the weakest suit.

to do so would not in any sense militate against our interests.

The discard at all times, however, calls for caution and discretion. The question is not simply whether we shall discard from our strongest or our weakest suit, *but*, how many discards shall we make from the suit, how much protection is necessary for the shorter suits, etc., etc.? These are questions which must be left largely to the judgment of the individual player. Having in mind the point he has set out to attain, he must endeavor to judge for himself how long his efforts along this particular line will be safe and be pliable enough to change his tactics as developments render expedient.

We have perhaps all undergone the experience of throwing card after card, often first from one suit and then another,—the dealer *running* with a long established suit,—in the nerve-racking consciousness that we are irrevocably weakening both, but without the smallest conception of what is best, or what suit we should guard. As a rule when it is evident we will be put to many discards, it is better to throw from one suit en-

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tirely rather than so weaken all as to be unable to offer defense in any. However, we can often take our clew to some extent from partner's discard—if he also is discarding—and throw from the suit which he retains, and, conversely, guard the one from which he discards.

The best discard upon partner's double is a vexed question. Some advocate from weakness upon a spade double, but strength upon the double of other suits. Others, though advocating upon the double of any suit, the importance of working for the long suit, nevertheless advise a discard from the suit in order definitely to indicate it. Others again argue that, inasmuch as a double, save perhaps a spade double, is a proclamation of trump strength, the conditions become relatively the same as in Whist where, trumps originally being led adversely, they are taken up and continued by partner. They, therefore, advise the discard, as under these conditions in Whist, from weakness, on the grounds that there is often a reasonable chance that our suit may be brought in, and wisdom in keeping it intact.

The conventional discard, it may be needless to explain, applies in its full force to our first discard only, and for the most part to cases where we have not already had a lead. Moreover, discarding as a system applies chiefly to the non-dealers. The dealer who has much to gain and little to lose by false discards, and whose strong policy often lies in concealment, may employ what tactics seem to him best, bringing judgment of course to bear and taking care effectually to protect such cards in either hand as may be needed for re-entries.

Early in a deal, or at any stage until developments have made it expedient, it is unwise to blank an ace, unguard an honor, or discard a singleton. *Blanking an ace*, i. e., throwing from a suit consisting of ace and one other card only, *blocks* a suit and should the suit turn out to be partner's, renders us unable to put him in. A similar disability follows upon the discard of a singleton. Moreover, the discard of a singleton exposes the situation as soon as the suit is led, and enables the dealer to place both the number and value of the cards of the suit held by part-

THE DISCARD

ner, thus often subjecting him (partner) to adverse finessing.

The existence of the exposed hand should not be ignored, nor should we overlook the fact that discards give as valuable inferences to the dealer as to partner, and often guide him as to which hand can most safely venture a finesse. Occasionally, even though we hold worthless cards only of a suit which it is evident the dealer must lead and in which he must likely finesse, we should refrain from the discard of a single card of the suit in the hope to mislead him as to the particular distribution, and perhaps tempt him to finesse on the wrong side. As can be seen there is no phase of Bridge play which does not involve at times deepest strategy and obvious departure from rule. Fortunate the player who can recognize and successfully meet such situations as they occur.

A discard from partner's suit calls for great care even though we are numerically weak in the suit. Especially is this so at "no-trump" or when there is but one trump remaining and it is held adversely. If the dealer suspect our

weakness, he will hold up the command of the suit at "no-trump," or the last trump at a trump declaration (unless in either case he can run with an established suit), until he can read us with no more of the suit. He thus minimizes the chance of the suit being brought in.

We should also use care as to the particular card we throw from partner's suit, especially at "no-trumps" and if we have begun to unblock in the suit. Having begun to unblock, we should usually throw the higher of two, or the intermediate of three. A careless discard might easily block the suit.

CHAPTER SIXTEEN

THE DEALER'S PLAY

The dealer who has the onus of the two hands and who, while lacking the inspiration of an intelligent partner, is nevertheless pitted against two opponents whose knowledge of dummy's holding is equal with his own, and whose legitimate aim it is to profit to the utmost by the information thus afforded, as well as by inferences from his own play, needs to be equipped with card sense of an unusual order to make the most of his dual rôle. Bridge strategy in fact comprises no features more intricate or difficult, though withal fascinating, than those evolved in the play of the two hands.

The ability to grasp what plan or line of action offers apparently the greatest promise and to keep this plan consistently in view throughout, subject of course to changes or modifications

as developments may render expedient; the ability advantageously and at the right moment to place the lead; to save or establish re-entries in the hand where apparently they will be needed; correctly to judge when and on which side to take a finesse; when a trump should be led and when discontinued; rightly to estimate the value of a ruff and whether it were better to work for this than to disarm the adversaries:—in a word, so to play round by round and trick by trick, as to secure the best results of which the two hands are capable, calls for a thorough knowledge of the inherent principles of the game, as well as for judgment, adaptability, alertness and tact.

At the same time it can but be admitted that the dealer enjoys a direct and very manifest advantage over the non-dealers. Not only can he make the trump to suit himself—in itself a consideration of vital importance—but from the start he is fully cognizant both of the forces at his command and the force combined against him. Besides, the leader having made a start on his own tack, he often has definite clew re-

garding a third holding. At times, also, in cases, that is, where the leader opens with a commanding card to hold the lead until dummy's hand is exposed, he has the additional advantage of a second lead with the various hints or suggestions which it often embodies before being compelled definitely to decide upon his own course.

The moment dummy's cards are upon the table we (as dealer), should take a careful, though hasty, inventory of our stock in trade and decide upon our campaign, whether it shall be aggressive or the reverse. If the combination be weak and there seem no chance of making game, or even the odd trick, then we should bend our energies upon saving the game, hazarding nothing until this end is attained.

Our first query, naturally upon the adverse lead, is:—What does it indicate, strength or weakness? If the former, how much, and what are the chances that the suit may be brought in? If the latter, what does it portend? Does it point to a ruff, or is it the effort to reach and strengthen the partner? The particular value of the card

led, our own and dummy's holding, should guide us usually as to the correct solution.

If a ruff seem imminent, it behooves us at the first opportunity to secure the lead and circumvent it if possible by one or more rounds of trumps. More often than not in any event the trump lead is advisable, in case, that is, our side holds the majority, seven or more.

The considerations governing a trump lead from strength in Whist apply in similar cases in Bridge. In no one respect perhaps are the principles governing Bridge more completely in harmony with those governing the parent game than in the play and management of trumps. And in Bridge no less than in Whist this involves at times the deepest strategy.

When, with the majority of trumps, either hand contains a good plain suit established or nearly so, or high or commanding cards in shorter suits, the question as to the expediency of the trump lead admits of no discussion. Lacking these elements of plain suit strength, the trump lead is still often desirable (assuming, always, that we hold the majority) both in order

THE DEALER'S PLAY

to establish the trump suit, and because, neither hand having the ability to ruff, the trumps apparently can be used to no better purpose. Occasionally, too, a trump should be led because any other lead would, ostensibly, be worse, our plain suits being so constructed as that to open them ourselves would point to loss.

In the lead of trumps, or of any suit with a view to establishment, care should be taken to lead from the hand which is short in the suit to the one which has length, or from the weak to the strong. A high card from the shorter hand usually insures the best chance of a successful finesse, and, therefore, of winning the greatest number of tricks in the suit of which it is capable.

When the trumps in the two hands total less than seven, unless at least five are in one hand (and occasionally when this is the case) the wisdom of the trump lead is doubtful, the majority being adverse, and perhaps five or more in one hand. One of three alternatives usually suggests itself in such a case: to play for a ruff—cross ruff, if possible; to force the strong ad-

versary; or to work for the establishment of a suit.

When, though holding the majority of trumps, the trump lead is not specially urgent, it is often well, when otherwise practicable, first to give the weak trump hand a chance to ruff. Every trick so gained adds just so much to the value of our score and is not to be ignored. Care must be taken, however, in the adoption of such a policy, and decidedly it should not be attempted if at the contingent risk of overtrumping. Should the trumps in the two hands aggregate nine, two rounds usually would exhaust the adversaries, when unless the shorter hand originally held two trumps only, the ruff could then be given without any contingent risk. Extremely pretty play is involved at times in the effort to give the weaker hand a ruff and at the same time avoid blocking. Blocking in the trump suit does not apply in quite the literal sense as in plain suits, but has reference rather to getting rid of high or commanding cards from the shorter hand in order not to interfere with the continuance of the lead until the adversaries are exhausted.

At "no-trumps" the adverse lead as a rule is from the longest suit, and, if the suit be not already established, with a view to its establishment and final bringing in. To defeat this purpose and if possible clear and bring in a suit for our side becomes usually the guiding motive of our play. As a means to the first end, if holding the commanding card of the adverse suit, we should generally refuse to part with it until the partner of the holder is exhausted of the suit. This, as has been repeatedly pointed out, would reduce to a minimum the chance of the suit being brought in, making it dependent in fact upon the holder regaining the lead through re-entry of another suit. Should he hold no such re-entry, the suit could not be brought in. Better, infinitely, that what tricks in the suit *must* score to the adversaries do so in the start rather than when the suit is established and its trick-taking capacity proportionately greater.

It may therefore be stated as a rule, one, however, subject to exceptions as noted below, that the commanding card of the adverse suit at "no-trumps" should be held up until such round

as will exhaust the partner of the holder of what cards he holds of the suit.

Exception one: When our side holds an established suit, and especially when there are enough tricks in sight to insure game.

Exception two: When we hold two commanding cards, or when, with the command, we hold still another card as will eventually be in command.

Exception three: When we are entirely defenceless in one suit. The adversary, if suspecting this, may shift to this suit and perhaps make game or the odd before another chance offers for our getting in. Better, therefore, to take the lead and make what is possible in the two remaining suits.

The choice of suit for establishment should generally rest with the one that is longest in the two hands, and, it goes without saying, we should endeavor to establish it in the hand which is longest. If having to choose between two suits of practically equal value, numerically and otherwise, we should, obviously, select the one which when established would insure the greater number of tricks. A suit, for instance, divided six and three is better than one divided five and four, and one divided five and three than one

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four and four. Conditions being equal in this respect, we should select the one in the hand containing re-entries; should both contain re-entries, the one shown upon the table, it being a cardinal principle of Bridge that the dealer publish no information which he may as easily withhold.

Should it develop that a continuance of our suit would but establish it adversely, we should abandon it and adopt the next best expedient. We need not hesitate in regard to continuing the suit adversely led if our side has length in the suit and will ultimately be in command. Care should be used, however, to lead the suit in the most advantageous way possible, or *through the strong*.

It is important at all times in the effort at establishment that the lead be made from the correct hand, usually from the one which is short in the suit to the one which has length. The correct lead from the correct hand constitutes in fact one of the great essentials to the successful play of the two hands. A high card from the shorter suit not only lessens the danger of

blocking, but as a general thing admits of a finesse (if finesse be necessary) from the hand entailing the least risk and therefore insures the best chance of establishing the suit at the smallest cost. At times it is well to defer the effort at establishment until the lead can be correctly placed.

It is in fact at all times of the first importance that the lead be placed where it is most effective. To throw it first to the one hand, then the other, now here, then there, back and forth, back and forth, as expedient, calls at times for the closest maneuvering. This phase of the dealer's play has been aptly compared to the weaving back and forth of a shuttle.

It should be borne in mind, however, that an established suit can avail naught unless the holder is in the lead. It is not alone sufficient, therefore, to establish a suit, but we should carefully consider the chances of the suit being brought in. Should the hand containing the suit have less than the needed re-entries to this end, or should it be unlikely that the other hand, though perhaps containing re-entries, could put

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it in through a card of the suit, we should devise means (if at all possible) by which it might regain the lead after the suit is established.

Building or establishing re-entries which involves at times extremely pretty and facile play develops in various forms. At times it can be accomplished through the use of the DESCHAPELLE'S COUP, which will be explained in the following chapter.* At others, in OVERTAKING, that is, taking a trick already partner's, or in winning a trick with a card higher than necessary, when to do so will promote a smaller one held by partner. An example will best illustrate:—We as dealer declare “no-trumps.” Elder leads fourth best heart. Dummy's hand is as follows:—Queen, jack hearts; king, jack, 8, 7, 5 and 3 diamonds; king and small club; and two small spades. We hold ace, king and one small heart; *queen diamonds only*; ace and four small clubs; ace and three small spades. As it is most unlikely that diamond ace will be played to the first round, we at once see that in order *both* to establish and bring in dummy's suit, he, dummy,

* See page 157

must have two re-entries. As he has but one, king clubs—this is sure, as we hold ace—we must *build* a second one. To this end we *overtake* dummy's jack hearts with ace hearts, lead diamond queen, which wins the trick, and then small heart, dummy getting in with queen. Dummy then leads king diamonds, which forces ace, later regains the lead with king of clubs, and *makes* his suit. Ignorant or careless play to the first trick would have lost it.

We must not run away with the idea that a re-entry card must of necessity be a high card. Any card which enables a player to recover the lead, be its value what it may—ace, king, queen, or even a three spot—is a re-entry card.

Occasionally it develops that one or more tricks in our own or dummy's suit *must* be won adversely with card or cards other than command. When this is so, if the hand containing the suit be without the needed re-entries to bring in the suit, or if it is unlikely the other hand could put it in with a card of the suit, the first, and at times the second trick also, should be passed. This is known as DUCKING. To illustrate:—We

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declare "no-trumps." Dummy reveals ace, king and six small clubs; the rest of his hand is worthless. We, though well provided with re-entries in other suits, have two small clubs only. Elder leads fourth best diamond. We win with ace and lead small club, to which elder renounces, thus marking pone with queen, jack and 10. No play can prevent one of these cards from winning. It becomes of the first importance, therefore, that it be compelled to win on the first round, while *we* still remain with a card of the suit. To this end we play low from dummy, forcing pone's 10, on the next round recover the lead, give dummy our remaining club and he makes the suit. Had pone not been forced to win the first round, this would have been impossible.

UNBLOCKING, which at first thought, the two hands being known, would seem to involve no special skill, nevertheless, as all other plays, calls for forethought and judgment. Not simply high or commanding cards in the shorter hand may block, but intermediate or even small ones may do so, and from the start we should carefully weigh the respective value of the cards of the

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suit in the two hands, and endeavor so to play as will effectually obviate any danger in this regard.

FINESSE is one of the most interesting features which the dealer has to handle. As an established suit at the start is rather the exception than the rule, generally one or more rounds must be played, and often one or more finesses ventured, before this end is attained. Occasionally in order to capture a high adverse card of a suit, the suit must be led twice from the same hand. Such contingency must be provided for if possible by establishing, or at least saving, re-entries, as needed, in this particular hand that the lead, if lost, may quickly be recovered.

It will often be found better to finesse on the second round of a suit than the first, there being always a chance that the high adverse card will fall to the first round. In any event the play to the first round will at times guide us as to which hand can the more safely risk the finesse. Discards are at times effective in enabling us to judge as to the hand which may best venture the finesse, we assuming naturally that a player who freely discards from a suit has no protection in

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the suit, and that the missing high card or cards are therefore with his partner.

It is unwise to finesse in a suit containing in the two hands nine cards including both ace and king. The remaining four will usually fall to the two rounds. Neither should we finesse in a suit which contains ten cards, including ace, queen, and jack. Unless one adversary is void entirely of the suit, one of them holds a singleton, as likely to be king as any other card. If queen or jack, or both, are in one hand and ace in the other, queen or jack, as the case may be, should be led *towards* the ace, but whether or not it be covered by king, ace should be played third in hand in the event, i. e., that second player does not renounce to the suit. In such case the play must be guided by individual judgment.

If one hand be strong and the other weak, we should so finesse as, if the finesse loses, would enable the strong hand to be fourth player to the next round.

SECOND HAND PLAY by the dealer is influenced by various considerations: the rank of the card led, and the evident bearing of the lead, the par-

ticular cards of the suit in the two hands, where it is most desirable to keep re-entries, where it is better to have the lead, and, to a greater or less extent, by the nature of the declaration, whether "no-trumps" or a trump.

Even on low card led at a trump declaration when the other hand would be unable to win the trick, it is often well to play ace and lead a trump. This should always be done if the lead points to the probability of a ruff, or if our other hand, being weak in trumps, could ruff the next round. In the latter case, however, we would not lead the trump, but a small card of the suit.

If able to win the trick in either hand, we should aim to do so in the one least likely to be in need of re-entries, or where it seems most desirable to have the lead. If these considerations have no special weight, it is well often to pass in the second hand, that fourth hand may capture what high card of the suit may be with third player, thus often at the same time enabling us to infer as to the particular distribution.

The rule for the play of the lowest of cards in sequence (save alone when held by the dealer),

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should usually be observed; also for covering from a fourchette. We include as cards in sequence not only those in sequence in our own hand, but such in dummy's hand as form a sequence with our own. So, also, the two cards composing a fourchette may be divided, one in each hand.

With king and one low or queen and one low with dummy at "no-trumps" it is usually well to play the higher card—the case not being covered by the foregoing—save when *our* holding includes jack and two others, or ace, 10 and another, when low should be played. However, with queen and two low with dummy at "no-trumps," and small cards only of the suit with us, it is generally well to risk dummy's queen on the chance that the lead is from both ace and king. With a tenace as ace, queen, etc., with dummy, especially at "no-trumps," low usually should be played.

The ELEVEN RULE is often effective in enabling us to place the high adverse cards of a suit. An example will best illustrate:—We, as dealer declare "no-trumps." Elder leads 6 of spades.

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Dummy shows ace, 10, 9 and one small spade. We hold king and two small. By the eleven rule it is evident that but one card higher than the one led (6) is with pone. Dummy plays low, pone puts up jack and we win with king. We then lead small spade. Dummy wins with 9, gives us back the lead with a heart, we lead another spade, which dummy wins with 10, and then makes his ace, our side thus scoring four tricks in the suit. Had ace, thoughtlessly, been put up on the second round, this would have been impossible.

At any time before abandoning the lead from one hand to put in the hand with an established suit, we should first make anything possible in the hand, if, apparently, it would be unable later to recover the lead. Hasty play at this point could easily lose one or more tricks.

CHAPTER SEVENTEEN

TRUMP MANAGEMENT, FINESSE AND CRITICAL ENDINGS

GENERAL REMARKS

The correct management of trumps furnishes one of the most difficult problems which the player has to handle. Trumps are at all times wonderfully subtle and powerful agencies, and to make the most of a deal it is absolutely essential that we be impressed with this fact; with their intrinsic value, their trick-taking capacity as compared with the plain suits. One's best laid schemes are often thwarted not alone because of the superior trumps held by the adversary, but because of the manner in which he uses and skillfully adjusts them to the needs of the occasion.

Various considerations in connection with trump play have already been explained. It remains but to consider a few only—space will not

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admit of many—of the finer and more delicate points involved.

As has been repeatedly impressed upon us, judicious forcing is one of the surest defences of a weak hand. If the player refuse the force it should be attempted again and again. Nothing so reduces a player's strength, often compelling him to adopt measures entirely the reverse of those originally intended, as repeated forcing. At the same time the forcing play, as all plays in Bridge, should be tempered with discretion and governed with reason.

As the primary object of adverse forcing is to so weaken the strong holder as to render him unable to exhaust us of trumps, it follows that if he be so strong that the force can do him no harm, it is useless to give it. So, also, it would be folly to force a player who remains with the long trumps and an established suit. Better rather to make what offers in our own hand before giving up the lead. To attempt to force with a card other than the command often results disastrously. The partner of the strong hand may take the trick with a suit card and thus not only

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save the force but enable the strong hand to make an effective discard. With many players the aversion to the lead of a commanding card, knowing that it will be trumped, is so deeply rooted that they will adopt almost any line of play in preference. Absolutely the best use to which we can put our long suit, if unable to bring it in, is in forcing and weakening the strong adversary, and the sooner this fact impresses itself upon us, the better and more satisfactory our results as a player. If the strong adversary hold originally five trumps and we three, by forcing twice we reduce him to the same level as ourselves, with the result not infrequently that our side brings in a suit rather than his.

However, to lead a suit of which both opponents are known to be void, trumps not being exhausted, would be unwise. The weaker adversary would trump and the stronger perhaps make an effective discard.

By an inverse process of reasoning, it follows that to force the strong trump hand of our partner would be most injudicious. If we infer him to be weak, we should force freely; so, also, if

a *cross ruff* (*alternate trumping by partners*) may be secured, as a general thing we need not hesitate to force. When opposed to the dealer, partner not having doubled, we should generally force at every opportunity, as our policy, being usually a defensive one, certainly would not lie in keeping our trumps intact until the dealer leads and exhausts them.

The importance of being in control of trumps the last time they are led cannot be overestimated. To this end, if at all possible, we should regulate our play throughout. The player in control at this stage is the player generally who brings in a suit. However, when there is an adverse cross ruff, actual or impending, an immediate trump lead, and of the command, if holding it, is demanded. This, regardless of our holding in trumps.

When remaining with long trumps and a losing card of a plain suit, it is best to lead the trumps. In the various discards the plain suit card may be promoted to command.

When two trumps only remain in play, the commanding one with the adversary, it, as a rule,

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should be forced with a suit card. However, if *we* hold the losing trump, and partner an established suit, but no re-entry, we should lead the trump and force the command, if assured of soon regaining the lead, before parting with the last card of partner's suit. When three trumps remain in play, one each in the two partner's hands, and the commanding one adverse, again the command as a rule should be forced with a suit card. We may thus make our two trumps separately.

When two trumps only remain in play, the losing one adverse, generally the obvious and only right play is to draw it. Cases arise at times, however, where to draw the losing trump would be most injudicious. If our side has an established suit the trump should be drawn as a matter of course. So, also, it should be drawn if in the hand of the opponent who holds an established suit, as, if he holds outside re-entry, or even if his partner holds re-entry, having a card of the suit to lead him, the suit is bound to make. No play can prevent it. If, however, the losing trump is with the partner of the holder

of the suit, and he (the partner) still remains with a card of the suit,—this having been shown from previous play—the trump should not be drawn, as a matter of course. Our policy rather should be to place the lead adversely, in the hope that another round of the adverse suit would exhaust the partner of the holder of the last card he holds of the suit, and so render him unable, should he later regain the lead, to put the holder in. This can best be accomplished, as a rule, by another round of our own or partner's suit.

The inclination to overtrump is natural and as a general thing right and proper. Cases occasionally arise, however, where to overtrump would involve the loss of one or more tricks. At the eleventh trick, if we hold best and fourth best trumps to right opponent's second and third best, we should never overtrump third best. To do so would compel us to *lead* to the next round, and thus endanger the loss of both the two remaining tricks, whereas, if the lead could be kept with right opponent, as it would if we refused to overtrump, we would make them both.

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Whenever, also at the eleventh trick—at certain critical stages to be in the lead is often to be in an exceedingly doubtful position, one involving more loss than gain—we know from previous play that the only remaining trumps are equally divided between partner and our left adversary, we should *overtake*, that is, take the trick already partner's, if within our power, to give him, partner, the advantage of position or tenace.

A few further suggestions bearing upon FINESSE:—Finesse becomes often a question of the score. No finesse, therefore, should be made bearing upon the trick which, if won, would *make* or *save* game. However, we may finesse in the hope of making game if assured that failure will not lose game.

When finesse if successful would gain but one trick, though failure would lose several, we should not finesse. We should not in any case make a finesse without first considering what would result in case of failure and whether the risk were worth while. While deep finesse in trumps is often allowable, no finesse should be

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ventured if there is an adverse ruff, actual or impending. Better rather to take the immediate trick and continue the trump lead.

Especially at "no-trumps" we should make no finesse which, if successful, would let in the player holding an established suit.

The OBLIGATORY OR ARBITRARY FINESSE, an extremely pretty and effective play is, briefly, as follows:—We remain with second and fourth best cards of a suit. The best of the suit is marked at our left. Location of third best unknown. Upon the suit being returned us by partner, it becomes *obligatory* upon us—hence the name—to play fourth rather than second best, as if both best and third best are with left opponent, he holds over us, however we play; while if he holds best only, fourth best will force it, and leave us in command. To illustrate:—We originally lead fourth best from queen, 10 and two or more small. Partner wins with king and returns small. Ace positively is at our left. Location of jack is unknown. We therefore play not queen, but 10, knowing that if left opponent holds jack as well as ace, he holds over

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us in any event, while if he simply holds ace, fourth best (10) will force it and leave queen in command. Should we play queen, and jack be with right opponent, jack would be in command.

When having no card of partner's established suit, often an effective way of providing him with re-entry is through the DESCHAPELLES' COUP.

Deschapelles' Coup consists in the lead of king, queen, or jack, as the case may be, from the top of a suit not previously opened, regardless of any special holding in the suit, in cases where we have no established suit of our own, and no card of partner's suit with which to put him in. Deschapelles' Coup applies both at "no-trumps" and at a trump, when (the conditions being as above described), trumps are either exhausted or *we* hold the only ones remaining. The primary object of the play is at once to force what high card or cards of the suit may be adverse, in the hope that a subsequent round will find partner in command. To illustrate:—Dummy holds an established suit but no re-entry.

We (dealers) re-entries, but no established suit, and no card of partner's established suit. Dummy holds queen and two small of a side suit; we king, etc., of the same suit. We, therefore, lead king of this suit in the hope that it will force the adverse ace, and promote dummy's queen. It may be stated that Deschapelles' Coup can usually be defeated by the adversary who holds the ace, more particularly if this be right hand adversary, by a refusal to play the ace on the first round. Reasoning from the standpoint that our next lead from the suit will doubtless of necessity be a low card, compelling the high card from the hand containing the established suit, and that if it fall to the ace, he, the player with the suit, will lose perhaps his only chance of re-entry, the adversary holding the ace should generally hold it up on the first round (unless having an established suit) when the motive of the play is suspected.

Deschapelles' Coup applies equally to the dealer and the non-dealer. As non-dealer we of course are ignorant as to what partner may hold in the particular suit. Still, when our only chance

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of enabling partner to bring in an established suit, or of winning or saving game, depends upon his (partner's) holding a certain card or cards, it is right and proper that we assume him to hold them and govern our play accordingly.

CHAPTER EIGHTEEN

BRIDGE FOR THREE PLAYERS

Three handed Bridge, as played in England, furnishes perhaps the most pleasing, as well as scientific variation of the game proper so far devised. Briefly explained, it is as follows:—

As when played by four, the players cut for deal, the one cutting lowest securing both the deal and dummy. At the completion of the deal, pone, the player to the dealer's right, moves one seat to the right, (sitting opposite the original dealer), and the player to the original dealer's left becomes dealer and has dummy for the second deal. This form is observed throughout the rubber, each player in turn securing the deal and dummy, but retaining them for the one hand only.

When the make is passed, the player at the dealer's right looks at dummy's cards and an-

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nounces the declaration. It is in accordance with arbitrary rulings.

With four aces, or three aces, "no-trumps" is declared. Lacking these essentials, the longest suit. Should two suits be of equal length, that one is declared which totals the highest counting by spots, the ace counting as 11, and the king, queen and jack, as 10 each. When two suits are equal in this respect, that one is declared which has the higher trick valuation.

When the make is passed, the elder alone may double.

On an original make, either adversary may double, but in no case may *dummy* re-double.

Individual scores are kept. The system of scoring, with one or two exceptions, is the same as in four-handed Bridge. A player may win game only on his own deal. Therefore, if the non-dealers score the odd trick or tricks, the value of the tricks gained is placed, not in their *trick* but their *honor* score. Fifty points are added to the honor score of the player winning game, and an additional fifty to the honor score of the player or players who win the rubber.

THE REVISED LAWS OF BRIDGE.

AS ADOPTED BY

THE NEW YORK WHIST CLUB

NEW YORK, DECEMBER, 1905

ALSO THE

ETIQUETTE OF THE GAME

THE RUBBER

1. The rubber is the best of three games. If the first two games be won by the same partners, the third game is not played.

SCORING

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honors, chicane or slam.

3. Every deal is played out and any points in excess of thirty points necessary for the game are counted.

4. Each trick above six counts two points

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when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honors are ace, king, queen, knave and ten of the trump suit; or the aces when no trump is declared.

6. Honors are credited to the original holder and are valued as follows:

WHEN A TRUMP IS DECLARED

3 honors held between partners equal	
value of	2 tricks
4 honors held between partners equal	
value of	4 "
5 honors held between partners equal	
value of	5 "
4 honors in one hand equal value of..	8 "
4 honors held in a hand, 5th in part-	
ner's hand, equal value of.....	9 "
5 honors in one hand equal value of..	10 "

WHEN NO TRUMP IS DECLARED

3 aces held between partners count.....	30
4 " " " " "	40
4 aces in one hand count.....	100

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7. If a player and his partner make thirteen tricks, independently of any tricks gained by the revoke penalty, they score slam and add forty points to the honor count.

8. Little slam is twelve tricks similarly made, and adds twenty points to the honor count.

9. Chicane (one hand void of trumps) is equal in value to simple honors, i. e., if partner of player having chicane score honors he adds the value of three honors to his score, while, if the adversaries score honors, it deducts an equal value from theirs.*

10. The value of honors, slam, little slam or chicane, is in no wise affected by doubling or re-doubling.

11. At the conclusion of a rubber the scores for tricks and honors (including chicane and slam) obtained by each side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the

* Double Chicane (both hands void of trumps) is equal in value to four honors, and the value thereof must be deducted from the total honor score of the adversaries.

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completed scores is the number of points won or lost by the winners of the rubber.

12. If an erroneous score affecting honors, chicane or slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. If an erroneous score affecting tricks be proved, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber,—then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

CUTTING

14. The ace is the lowest card.

15. In all cases every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

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FORMING TABLES

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first.

18. After the table is formed, the players cut to decide on partners; the two lowest playing against the two highest. The lowest is the dealer, who has choice of cards and seats, and who, having once made his selection, must abide by it.

19. Should the two players who cut lowest secure cards of equal value, they shall re-cut to determine which of the two shall deal, and the lower on the re-cut deals.

20. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners, and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the re-cut are partners, and the original lowest the dealer.

21. Six players constitute a full table, and

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no player shall have a right to cut into a game which is complete.

22. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

23. If at the end of a rubber admission be claimed by one or two candidates, the player or players having played a greater number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

RIGHTS OF ENTRY

24. A candidate desiring to enter a table must declare such wish before any player at the table cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

25. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of

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entry. Those who have already played decide their right of admission by cutting.

26. A player who cuts into one table while belonging to another, shall forfeit his prior right of re-entry into the latter, unless by doing so he enables three candidates to form a fresh table. In this event he may signify his intention of returning to his original table, and his place at the new one can be filled.

27. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

28. If anyone break up a table, the remaining players have a prior right to play at other tables.

SHUFFLING

29. The pack must neither be shuffled below the table nor so the face of any card be seen.

30. The dealer's partner must collect the

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cards for the ensuing deal and he has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he must re-shuffle.

31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

THE DEAL

32. Each player deals in his turn; the order of dealing goes to the left.

33. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

34. When the player whose duty it is to cut has once separated the pack, he can neither re-shuffle, nor re-cut the cards.

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35. Should the dealer shuffle the cards after the pack is cut, the pack must be cut again.

36. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt face downward.

37. There is no misdeal.

A NEW DEAL

38. There must be a new deal:

a. If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

b. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

c. If any card be faced in the pack.

d. If any player have dealt to him a greater number of cards than thirteen.

e. If the dealer deal two cards at once and then deal a third before correcting the error.

f. If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.

g. Should the last card not come in its regular order to the dealer.

39. There may be a new deal:

a. If the dealer or his partner expose a card. Either adversary may claim a new deal.

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b. If either adversary expose a card. The dealer may claim a new deal.

c. If, before fifty-one cards are dealt, the dealer should look at any card. His adversaries have the right to see it, and either may exact a new deal.

d. If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal is completed before there is reasonable time for either adversary to decide as to a new deal. But in all other cases such penalties must be claimed prior to the conclusion of the deal.

40. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

41. Should three players have their right number of cards, the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he, not being dummy, is answerable for any revoke he may have made as if the missing card or cards had been in his hand. He may search the other pack for it or them.

42. If, during the play of a hand, a pack be

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proved incorrect or imperfect, such proof renders only the current deal void, and does not affect any prior score. The dealer must deal again. (Law 38 b.)

43. Any one dealing out of turn or with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good.

44. A player can neither cut, shuffle nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

45. The trump is declared. No card is turned.

a. The dealer may either make the trump or pass the declaration to his partner.

b. If the declaration be passed to partner, he must declare the trump.

46. Should the dealer's partner make the trump without receiving permission from the dealer, either adversary may demand:

1st. That the trump shall stand, or

2d. That there shall be a new deal,

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provided, that no declaration as to doubling has been made. Should the dealer's partner pass the declaration to the dealer, it shall be the right of either adversary to claim a new deal or to compel the offending player to declare the trump; provided, that no declaration as to doubling has been made.

47. The adversaries of the dealer must not consult as to which of the penalties under the foregoing law shall be exacted.

48. If either of the dealer's adversaries make a declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

49. A declaration once made cannot be altered.

DOUBLING, RE-DOUBLING, ETC.

50. The effect of doubling, re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

51. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand

has the first right. If he does not wish to double, he may ask his partner, "May I lead?" His partner must answer, "Yes," or "I double."

52. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has declared the trump shall have the first right. He may say, "I re-double," or "Satisfied." Should he say the latter, his partner may re-double.

53. If the dealer or his partner elect to re-double, their adversaries shall have the right to again double. The original doubler has the first right.

54. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the maker of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in paragraphs 52, 53, 55.

55. Whenever the value of each trick above six exceeds one hundred points there shall be no further doubling in that hand, if any player objects. The first right to continue the re-doubling

on behalf of a partnership belonging to that player who has last re-doubled. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner. Should any player re-double out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the re-double shall stand, the process of re-doubling may continue as described in this and foregoing laws (52 and 53). If a double or re-double out of turn be not accepted there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling will entitle the maker of the trump or either adversary, without consultation, 'to a new deal.

56. If the eldest hand lead before the doubling be completed, his partner may re-double only with the consent of the adversary who last doubled; but such lead shall not affect the right of either adversary to double.

57. When the question "May I lead?" has been answered in the affirmative, or when the player who has the last right to continue the

doubling expresses himself satisfied, the play shall begin.

58. If the eldest hand lead without asking permission, his partner may only double if the maker of the trump consent. If the right-hand adversary of the dealer say, "May I play?" out of turn, the eldest hand does not thereby lose the right to double.

59. If the right-hand adversary of the dealer lead out of turn, the maker of the trump may call a suit from the eldest hand, who may only double if the maker of the trump consent. In this case no penalty can be exacted after the dummy hand or any part of it is on the table, since he (dummy) has accepted the situation.

60. A declaration as to doubling or redoubling once made cannot be altered.

DUMMY

61. As soon as the eldest hand has led, the dealer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

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62. After exposing his cards, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit to which he may have renounced. Until the trump is declared and the dealer's partner's hand is exposed on the table, he has all the rights of a player and may call attention to any irregularity of, or to demand equally with the dealer, any penalty from the adversaries.

63. If he should call attention to any other incident of the play, in consequence of which any penalty might be exacted, the fact of his doing so precludes the dealer exacting such penalty. He has the right, however, to correct an erroneous score, and he may, at any time during the play, correct the claim of either adversary to a penalty to which the latter is not entitled. He may also call his partner's attention to the fact that the trick has not been completed.

64. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from dummy, either of the adversaries may, but without consultation, call on the dealer to play or not to play the card suggested.

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65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

66. When the dealer draws a card from his own hand such card is not considered as played until actually quitted, but should he name or touch a card from the dummy hand, such card is considered as played unless the dealer in touching the card or cards says "I arrange," or words to that effect.

CARDS EXPOSED BEFORE PLAY

67. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either adversary, may, without consulting with his partner, claim a new deal.

68. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer

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may either call the card or require the leader not to lead the suit of the exposed card.

CARDS EXPOSED DURING PLAY

69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st. Two or more cards played at once.

2d. Any card dropped with its face upwards, or in any way exposed on the table, even though snatched up so quickly that no one can name it.

3d. Every card so held by a player that any portion of its face may be seen by his partner.

71. A card dropped on the floor or elsewhere below the table is not an exposed card.

72. If two or more cards be played at once by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick and the other card or cards shall remain face upward on the table and may be demanded at any time.

73. If, without waiting for his partner to play, either of the dealer's adversaries should

play on the table the best card or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the dealer are not liable to be called. If the dealer should say "I have the rest," or any other words indicating that the remaining tricks are his, he may be required to place his cards face upward on the table. The adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, should it subsequently prove false.

75. If a player who has rendered himself liable to have the highest or lowest of a suit

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called (Laws 82, 91 and 100) fail to play as directed, or if, when called on to lead one suit, lead another, having in his hand one or more cards of the suit demanded (Law 76), or if called upon to win or lose a trick, fail to do so when he can (Laws 73, 82, and 100), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

76. If either of the dealer's adversaries lead out of turn, the dealer may either call the card erroneously led, or may call a suit when it is next the turn of either adversary to lead.

77. If the dealer lead out of turn, either from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow him, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any one except the original offender,

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who, if he be one of the dealer's adversaries, may be penalized as provided in Law 76.

79. In no case can a player be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated at every trick until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

82. Should the fourth hand (not being dummy or dealer) play before the second has played to the trick, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a former trick and such error be not corrected until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

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84. If any one (except dummy) play two cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

85. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes. The penalty for a revoke takes precedence of all other counts.

86. Three tricks taken from the revoking player and added to those of the adversaries shall be the penalty for a revoke.

87. The penalty is applicable only to the score of the game in which it occurs.

88. Under no circumstances can the revoking side score game, slam or little slam, that hand. Whatever their previous score may have been, the side revoking cannot attain a higher score toward game than twenty-eight.

89. A revoke is established if the trick in which it occurs be turned and quitted, i. e., the hand removed from the trick after it has been gathered and placed face downward on the table or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

90. A player may ask his partner if he has no card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative or unless the revoking player or his partner has led or played to the following trick.

91. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and sub-

stitute others, and the cards so withdrawn are not exposed cards. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card, and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced; but this penalty cannot be exacted from the dealer.

92. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved, if possible; but no proof is necessary, and the revoke is established, if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

93. A revoke must be claimed before the cards have been cut for the following deal.

94. Should the players on both sides subject themselves to the revoke penalty, neither can win the game by that hand.

95. The revoke penalty may be claimed for as many revokes as occur during a hand; but in

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no event can more than thirteen tricks be scored in any one hand. (See Law 7.)

GENERAL RULES

96. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

97. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 84), until the end of the hand.

98. Any player during the play of a trick or after the four cards are played and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

99. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it toward him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

100. Should either of the dealer's adver-

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saries, during the play of a hand, make any unauthorized reference to any incident of the play, or should he call his partner's attention to the fact that he is about to play or lead out of turn, the dealer may call a suit from the adversary whose turn it is next to lead.

101. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded, none can be enforced.

102. Where the dealer or his partner has incurred a penalty, one of his adversaries may say "Partner, will you exact the penalty, or shall I?" But whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS

103. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have their choice

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of the new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

104. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

105. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

ETIQUETTE OF BRIDGE

There is perhaps no game in which slight intimations can convey so much information as at Bridge. There is no way of punishing the infractors of the following rules, save by refusing to play with them. A code is compiled for the purpose of succinctly stating laws and for the purpose of meting out proportionate punishment to the offenders. To offend against one of the rules of etiquette is far more serious than to offend against any law in the code; for, while in the latter case the offender is sure of punishment, in the former the offended parties have no redress other than refusal to continue to play with the offender.

RULE

RULE 1. Declarations should be made in a simple manner, thus: "Hearts," "No-trump," or when passing the option, "Make it, partner."

2. There should be no undue hesitancy in

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passing to partner, as such hesitation might influence the make.

3. As the score should always be left on the table, it is presumed that every player knows its state; therefore, after the cards are dealt, the dealer in passing the declaration should not say anything to his partner concerning the state of the game. Nor should either of the dealer's adversaries say anything regarding the score.

4. A player who has the right to double, if he intend passing the option to his partner, should not indicate any doubt or perplexity in regard to exercising such right.

5. No player should give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a certain play.

6. If a player demand that the cards be placed, he should do so for his own information and not in order to call his partner's attention to any card or play.

7. No player, other than the dealer, should lead until the preceding trick is turned and quit-
ted, nor after having led a winning card should

ETIQUETTE OF BRIDGE

he draw another from his hand before his partner has played to the current trick.

8. No player should play a card with such emphasis as to draw particular attention to it. Nor should he detach one card from his hand and subsequently play another.

9. It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second to conceal the first.

10. Players should avoid discussion and refrain from talking during the play, as it may be annoying to players at the table or perhaps to those at other tables in the room.

11. A player having been cut out of one table should not seek admission into another table unless willing to cut for the privilege of entry; this, of course, does not apply to a person who has come from a table which has been broken up.

12. The dealer's partner should not look over either adversary's hand nor leave his seat for the purpose of watching his partner's play. Neither should he call attention to the score nor to any card or cards that he or the other players hold.

DECISIONS BY THE CARD COMMITTEE

SPADE CONVENTION

1. Where players agree "not to play spades," the rule is that if the spade make is not doubled, the hand shall be played where either side is 20 or over.

2. If the third hand player ask "Shall I play?" or should he lead out of turn, or should the eldest hand lead without asking permission to play, the spade maker may take two on the score or may call a lead, and require the hand to be played out.

3. Should the third hand player double before his partner asks permission to play, the spade maker may decide whether the double shall stand or not, but the hand must be played out.

LOOKING AT LAST TRICK

The dealer in the course of the play claims the right to see the last trick, which has been turned

CARD COMMITTEE DECISIONS

and quitted, in order to establish his claim that it is a lead out of turn. Eldest hand objects, quoting Rule 98.

DECISION

The dealer may look at the trick. An erroneous claim has been made by one side and, for the protection of the players not in fault, the trick may be seen.

LEADS OUT OF TURN

The dealer leads from the dummy and each player follows suit, the trick being won by the dealer. Before the cards are gathered the dealer plays another card from dummy to the four already on the table and proceeds to gather in the five cards. The eldest hand claims that the dealer has led out of turn. The dealer states that he believed he had not played to the trick from dummy and therefore played the card.

DECISION

The dealer has not led out of turn. His word must be taken as correctly representing the fact

that he played a second time to one trick. (Compare Drayton Whist Decisions, Case 26; Cavadish, Case 11.)

LAW 66

If the dealer touch more than one card at the same time in the dummy hand, he may play which one he chooses.

ILLUSTRATED HANDS

The following hands, which have occurred in actual play, will perhaps serve the more fully to impress the student with the importance of correct and sound play. Their careful perusal will, it is hoped, prove both pleasurable and profitable.

To receive the full benefit, the cards in each case should be properly dealt and the various plays carefully noted and observed. In each hand Z represents the dealer, A the leader, Y dummy, and B pone.

HAND NO. I

Leading from longest suit and shifting the lead.

Score: YZ 6; AB 12.

Z the dealer declares "no trumps."

Trick 2: To all appearances both clubs and spades are fully established. Z, however, leads

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spades rather than clubs, as it is the longer suit. Dummy puts up king as no finesse is ventured when the two hands contain as many as nine cards of a suit including *both* ace and king. (See page 144.)

Trick 3: B having no spades, guarded queen is with A. The dealer, therefore, regains the lead with club ace, and at trick 4 continues the spade *through the queen*. Note the difference had Z exhausted clubs before leading spades.

YZ make a grand slam.

ILLUSTRATED HANDS

HAND NO. 1

S—A, K, 10, 8, 4, 3

C—Q, 10, 9, 7, 3

D—

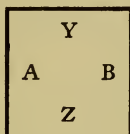
H—4, 3

S—Q, 9, 7

C—6, 5

D—10, 6, 5

H—Q, J, 8, 5, 2



S—

C—J, 2

D—K, Q, 9, 8, 4, 3, 2,

H—K, 10, 7, 6

S—J, 6, 5, 2

C—A, K, 8, 4

D—A, J, 7

H—A, 9

TRICK	A	Y	B	Z
1	5 h	3 h	K h	<u>A h</u>
2	7 s	<u>K s</u>	2 d	<u>2 s</u>
3	5 c	<u>3 c</u>	2 c	<u>A c</u>
4	9 s	3 s	3 d	<u>J s</u>
5	Q s	<u>A s</u>	6 h	<u>5 s</u>
6	6 c	<u>10 s</u>	J c	6 s
7	5 d	<u>8 s</u>	7 h	9 h
8	6 d	<u>4 s</u>	4 d	7 d
9	10 d	<u>7 c</u>	8 d	<u>K c</u>
10	2 h	4 h	9 d	<u>A d</u>
11	8 h	<u>9 c</u>	10 h	4 c
12	J h	<u>10 c</u>	Q d	8 c
13	Q h	<u>Q c</u>	K d	J d

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HAND NO. 2

Trumping with higher trump than necessary to put partner in with lower one for his established diamonds.

Score: YZ 12; AB 0.

Z declares hearts.

Trick 7: Up to this point the play is quite conventional. If at this trick the dealer makes the mistake of trumping with his lowest trump, he renders himself unable to put dummy in and diamonds fail to make. He must trump with the seven and lead the three.

YZ win four odds.

ILLUSTRATED HANDS

HAND NO. 2

S—5, 4, 2
C—8, 4, 2
D—Q, J, 10, 6
H—A, 5, 4

S—K, Q, J, 10, 9
C—J, 10
D—9, 4, 3, 2
H—J, 6



S—7
C—A, K, Q, 9, 6, 5
D—A, 8, 7, 5
H—Q, 9

S—A, 8, 6, 3
C—7, 3
D—K
H—K, 10, 8, 7, 3, 2

TRICK	A	Y	B	Z
1	K s	2 s	7 s	<u>A s</u>
2	6 h	<u>A h</u>	9 h	<u>2 h</u>
3	J h	<u>5 h</u>	Q h	<u>K h</u>
4	2 d	6 d	<u>A d</u>	<u>K d</u>
5	10 c	2 c	<u>K c</u>	3 c
6	J c	4 c	<u>Q c</u>	7 c
7	3 d	8 c	A c	<u>7 h</u>
8	4 d	<u>4 h</u>	5 c	<u>3 h</u>
9	9 d	<u>Q d</u>	5 d	3 s
10	9 s	<u>J d</u>	7 d	6 s
11	10 s	<u>10 d</u>	8 d	8 s
12	J s	<u>4 s</u>	6 c	<u>8 h</u>
13	Q s	5 s	9 c	<u>10 h</u>

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HAND NO. 3

Inviting a ruff. Leading through.

Score: YZ 18; AB 12.

Z declares hearts.

Tricks 1 and 2: A leads ace, then king clubs, inviting a ruff. (Page 73.)

Trick 3: A leads through guarded king in dummy's hand.

Trick 4: B returns a club that A may ruff and continue diamond lead through king.

Trick 7: B leads another club hoping that A may overtrump the dealer.

YZ win one odd.

ILLUSTRATED HANDS

HAND NO. 3

S—Q, J, 10
C—Q, 10, 5, 2
D—K, 5, 4
H—8, 7, 2

S—7, 6, 5, 4, 2
C—A, K
D—10, 9, 6
H—9, 4, 3

	Y	
A		B
	Z	

S—9, 8, 3
C—9, 8, 7, 6
D—A, Q, J
H—J, 6, 5

S—A, K
C—J, 4, 3
D—8, 7, 3, 2
H—A, K, Q, 10

TRICK	A	Y	B	Z
1	<u>A c</u>	2 c	6 c	3 c
2	<u>K c</u>	5 c	7 c	4 c
3	<u>10 d</u>	4 d	<u>J d</u>	2 d
4	<u>3 h</u>	10 c	<u>8 c</u>	J c
5	<u>9 d</u>	5 d	<u>Q d</u>	3 d
6	6 d	K d	<u>A d</u>	7 d
7	2 s	Q c	<u>9 c</u>	<u>10 h</u>
8	4 h	2 h	5 h	<u>A h</u>
9	9 h	7 h	6 h	<u>K h</u>
10	4 s	8 h	J h	<u>Q h</u>
11	5 s	10 s	3 s	<u>8 d</u>
12	6 s	J s	8 s	<u>A s</u>
13	7 s	Q s	9 s	<u>K s</u>

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HAND NO. 4

Unblocking.

Rubber game. Score: Love all. Z declares "no trumps."

A leads *king* clubs proclaiming exceptional strength in the suit. B, holding three clubs including an honor, plays middle card to first round, and best to second, thus enabling A to retain the lead and bring in his clubs. (See page 110.) Note difference in result if B plays smallest card to first round.

YZ lose one odd trick.

ILLUSTRATED HANDS

HAND NO. 4

S—8, 4, 6

C—3

D—K, Q, 10, 8, 7, 4

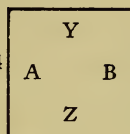
H—Q, 8, 3

S—3

C—A, K, 8, 7, 6, 5, 4

D—6, 5, 2

H—10, 7



S—Q, J, 10, 9, 7

C—J, 9, 2

D—J

H—J, 9, 4, 2

S—A, K, 5, 2

C—Q, 10

D—A, 9, 3

H—A, K, 6, 5

TRICK	A	Y	B	Z
1	<u>K c</u>	3 c	9 c	10 c
2	<u>A c</u>	4 s	J c	Q c
3	<u>8 c</u>	6 s	2 c	3 d
4	<u>7 c</u>	8 s	7 s	2 s
5	<u>6 c</u>	3 h	J d	5 s
6	<u>5 c</u>	4 d	2 h	5 h
7	<u>4 c</u>	7 d	4 h	6 h
8	<u>3 s</u>	8 d	9 s	<u>A s</u>
9	2 d	10 d	10 s	<u>K s</u>
10	7 h	8 h	9 h	<u>A h</u>
11	10 h	Q h	J h	<u>K h</u>
12	5 d	Q d	J s	<u>A d</u>
13	6 d	<u>K d</u>	Q s	<u>9 d</u>

BRIDGE ABRIDGED

HAND NO. 5

Making an entry card.

Score: Love all. Z declares "no trumps."

Trick 1: As Z will be unable to put dummy in with a spade, unless the spade suit becomes established in two rounds, dummy, it is evident, will need an entry besides king hearts. Z, therefore, *overtakes* dummy's queen diamonds with ace diamonds, making an entry of king. (See page 140.)

Trick 4: Z puts dummy in with king hearts.

Trick 5: Dummy leads for queen spades.

Trick 6: Z recovers lead with ace clubs, at trick 7 puts dummy in with king diamonds and brings in the spades.

Trick 11: The game is won, and Z in the hope of making a little slam, finesses ten hearts, though finesse is against player with long diamonds.

YZ make little slam.

ILLUSTRATED HANDS

HAND NO. 5

S—J, 9, 6, 5, 3, 2

C—8, 2

D—K, Q

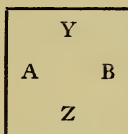
H—K, 7, 4

S—10, 8

C—K, 10

D—J, 9, 8, 7, 5, 3

H—6, 5, 2



S—Q, 7, 4

C—Q, J, 6, 3

D—10, 6, 4

H—Q, 9, 8,

S—A, K

C—A, 9, 7, 5, 4

D—A, 2

H—A, J, 10, 3

TRICK	A	Y	B	Z
1	7 d	Q d	4 d	<u>A d</u>
2	8 s	2 s	4 s	<u>A s</u>
3	10 s	3 s	7 s	<u>K s</u>
4	2 h	<u>K h</u>	8 h	<u>3 h</u>
5	5 h	<u>5 s</u>	<u>Q s</u>	4 c
6	10 c	2 c	<u>3 c</u>	<u>A c</u>
7	3 d	<u>K d</u>	6 d	<u>2 d</u>
8	6 h	<u>J s</u>	6 c	5 c
9	5 d	<u>9 s</u>	J c	7 c
10	8 d	<u>6 s</u>	Q c	9 c
11	9 d	<u>7 h</u>	9 h	<u>10 h</u>
12	J d	4 h	Q h	<u>A h</u>
13	K c	8 c	10 d	<u>J h</u>

BRIDGE ABRIDGED

HAND NO. 6

Giving weak hand a ruff and trumping with high trump to avoid blocking the trump suit.

First game. Score: YZ 12. AB 0. Z passes. Y declares diamonds.

Trick 1: Dummy takes king hearts with ace and leads small heart for dealer to ruff. (Page 136.)

Trick 4: High diamonds in the two hands are of the same value. The dealer, therefore, trumps with ace rather than queen, in order not to block the trump suit. Correct play gains two tricks.

YZ make grand slam.

ILLUSTRATED HANDS

HAND NO. 6

S—Q, 3

C—5, 2

D—K, J, 10, 5, 2

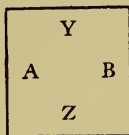
H—A, 6, 3, 2

S—10, 8, 2

C—10, 9, 3

D—9, 3

H—K, Q, 9, 7, 6



S—J, 9, 7

C—A, K, Q, J

D—8, 7, 4

H—J, 10, 4

S—A, K, 6, 5, 4

C—8, 7, 6, 4

D—A, Q, 6

H—8

TRICK	A	Y	B	Z
1	K h	<u>A h</u>	4 h	8 h
2	5 h	<u>2 h</u>	10 h	<u>6 d</u>
3	2 s	<u>Q s</u>	7 s	<u>4 s</u>
4	7 h	<u>3 h</u>	J h	<u>A d</u>
5	3 d	<u>K d</u>	4 d	<u>Q d</u>
6	9 d	<u>10 d</u>	7 d	4 c
7	3 c	<u>J d</u>	8 d	6 c
8	8 s	<u>3 s</u>	9 s	<u>K s</u>
9	10 s	2 c	J s	<u>A s</u>
10	9 h	5 c	J c	<u>6 s</u>
11	9 c	6 h	Q c	<u>5 s</u>
12	10 c	<u>2 d</u>	K c	<u>8 c</u>
13	Q h	<u>5 d</u>	A c	7 c

BRIDGE ABRIDGED

HAND NO. 7

Finessing.

Score: YZ 12; AB 0. Z passes. Y declares clubs.

Trick 2: Z takes the trick in his own hand rather than dummy's, both in order to kill what high card of the suit may be with B, and that he may lead the jack of clubs from his own hand *towards* the ace, queen in dummy's. If king clubs is with A, it may thus be killed. If with B, no play will prevent its making unless it happens to be a singleton. (See page 139.) (A's better play would be king of clubs. This would force the ace, and, in the event of 10 being with B *twice* guarded, eventually make it good.)

Trick 7: Y with spades king, ten, etc., in his own hand, and ace, jack, etc., with the dealer, leads ten *towards* the ace and passes. Had there been nine cards of the suit in the two hands, the finesse would not be advisable.

YZ little slam.

ILLUSTRATED HANDS

HAND NO. 7

S—K, 10, 9, 6, 4

C—A, Q, 6, 3, 2

D—Q, 5, 2

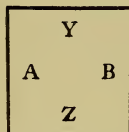
H—

S—8, 3

C—K, 7, 4

D—A, 10, 9, 7, 4

H—9, 5, 2



S—Q, 7, 5

C—9, 8

D—J, 8

H—A, K, Q, J, 4, 3

S—A, J, 2

C—J, 10, 5

D—K, 6, 3

H—10, 8, 7, 6

TRICK

	A	Y	B	Z
1	<u>A d</u>	2 d	8 d	3 d
2	<u>7 d</u>	5 d	J d	<u>K d</u>
3	4 c	2 c	8 c	<u>J c</u>
4	7 c	3 c	9 c	<u>10 c</u>
5	K c	<u>A c</u>	3 h	<u>5 c</u>
6	4 d	<u>Q d</u>	4 h	6 d
7	3 s	<u>10 s</u>	5 s	2 s
8	8 s	4 s	7 s	<u>J s</u>
9	2 h	6 s	Q s	<u>A s</u>
10	5 h	<u>6 c</u>	J h	<u>6 h</u>
11	9 d	<u>9 s</u>	Q h	7 h
12	10 d	<u>K s</u>	K h	8 h
13	9 h	<u>Q c</u>	A h	10 h

BRIDGE ABRIDGED

HAND NO. 8

Eleven rule.

Rubber game. Score: Love all. Z declares "no trumps."

Trick 1: Applying the Eleven Rule, Z reads five cards higher than the six out against the leader. Z has one of them, dummy three, and one, therefore, must be with B. Z takes the trick in his own hand, both in order to capture B's high card, and that he may continue the lead through the strong.

Trick 2: A is unfortunately placed. Whatever he plays dummy holds directly over him. All the high spades remaining, being distributed between A and Y, Y takes second trick with eight of spades.

Trick 3: The dealer throws the lead again in his own hand that at trick 4 he may lead another round of spades through the strong. Y takes the trick with ten spades, and at trick 5 leads ace. YZ make every spade count. The rest of the play is simple.

YZ grand slam.

ILLUSTRATED HANDS

HAND NO. 8

S—A, 10, 8, 4

C—10, 3

D—A, 9, 5

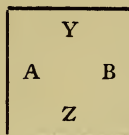
H—A, 9, 6, 3

S—J, 9, 7, 6, 3

C—K, 9, 7

D—J, 8, 4

H—8, 2



S—Q

C—Q, J, 8, 6, 4, 2

D—10, 6, 2

H—J, 10, 7

S—K, 5, 2

C—A, 5

D—K, Q, 7, 3

H—K, Q, 5, 4

TRICK	A	Y	B	Z
1	6 s	4 s	Q s	<u>K s</u>
2	3 s	8 s	2 c	<u>5 s</u>
3	4 d	<u>5 d</u>	2 d	<u>K d</u>
4	7 s	<u>10 s</u>	6 d	<u>2 s</u>
5	9 s	<u>A s</u>	10 d	5 c
6	8 d	<u>A d</u>	4 c	3 d
7	J d	<u>9 d</u>	7 h	<u>Q d</u>
8	2 h	3 c	6 c	<u>7 d</u>
9	7 c	10 c	8 c	<u>A c</u>
10	8 h	<u>A h</u>	10 h	<u>4 h</u>
11	9 c	<u>3 h</u>	J h	<u>Q h</u>
12	J s	6 h	J c	<u>K h</u>
13	K c	<u>9 h</u>	Q c	<u>5 h</u>
		2H		

BRIDGE ABRIDGED

HAND NO. 9

Echo, or calling for a ruff.

Score: YZ 18; AB 6. Z declares diamonds.

Tricks 1 and 2: B, having but two hearts, makes the echo, that is, plays first the higher and then the lower, indicating that he can trump the third round. (See page 111.) But for this play A would be unwise to lead a third round of hearts with heart command and an established suit in the exposed hand. The dealer undoubtedly would at once lead trumps and bring in the suit.

Trick 4: B leads up to weakness in dummy.

Trick 7: A leads a fourth round of hearts, hoping B can overtrump dummy.

YZ lose the odd trick.

ILLUSTRATED HANDS

HAND NO. 9

S—9, 5, 4

C—A, K, Q, 10, 9

D—7, 2

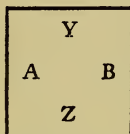
H—Q, J, 10

S—A, Q, J, 6

C—8, 2

D—9, 8, 5

H—A, K, 5, 4



S—10, 8, 7

C—7, 6, 5, 4, 3

D—J, 6, 4

H—7, 6

S—K, 3, 2

C—J

D—A, K, Q, 10, 3

H—9, 8, 3, 2

TRICK	A	Y	B	Z
1	<u>A h</u>	10 h	7 h	2 h
2	<u>K h</u>	J h	6 h	3 h
3	<u>4 h</u>	Q h	<u>4 d</u>	8 h
4	6 s	4 s	<u>10 s</u>	2 s
5	<u>J s</u>	5 s	8 s	3 s
6	<u>A s</u>	9 s	7 s	K s
7	<u>5 h</u>	7 d	<u>J d</u>	9 h
8	2 c	9 c	3 c	<u>J c</u>
9	5 d	2 d	6 d	<u>A d</u>
10	8 d	10 c	4 c	<u>K d</u>
11	9 d	Q c	5 c	<u>Q d</u>
12	8 c	K c	6 c	<u>10 d</u>
13	Q s	A c	7 c	<u>3 d</u>

BRIDGE ABRIDGED

HAND NO. 10

Taking out dummy's re-entry, and holding up command of adverse suit.

Rubber game. Score: YZ 6; AB 24. Z declares "no trumps."

Trick 2: It is the usual rule at "no trumps" at once to return partner's suit unless having an established suit of your own. However, when dummy holds a long though unestablished suit and a singleton ace (his only outside re-entry), it is often well at once to deprive him of re-entry. In this case B's play is especially good as he holds the command of dummy's suit twice guarded. B's play saves the game and rubber.

Dealer wins the odd trick.

ILLUSTRATED HANDS

HAND NO. 10

S—5, 4, 3, 2

C—K, Q, 10, 9, 5, 3

D—A

H—6, 5

S—K, 10, 9, 7

C—7

D—Q, 6, 2

H—Q, 10, 8, 7, 3

	Y	
A		B
	Z	

S—Q, 6

C—A, 6, 4

D—10, 8, 7, 5, 4

H—A, 9, 2

S—A, J, 8

C—J, 8, 2

D—K, J, 9, 3

H—K, J, 4

TRICK	A	Y	B	Z
1	7 h	5 h	<u>A h</u>	4 h
2	2 d	<u>A d</u>	<u>5 d</u>	3 d
3	7 c	3 c	4 c	<u>J c</u>
4	7 s	5 c	6 c	<u>8 c</u>
5	9 s	9 c	<u>A c</u>	<u>2 c</u>
6	<u>Q h</u>	6 h	<u>9 h</u>	J h
7	<u>10 h</u>	2 s	2 h	<u>K h</u>
8	6 d	3 s	4 d	<u>K d</u>
9	<u>Q d</u>	4 s	7 d	<u>J d</u>
10	<u>8 h</u>	5 s	6 s	8 s
11	<u>3 h</u>	10 c	Q s	9 d
12	<u>10 s</u>	Q c	8 d	<u>J s</u>
13	K s	K c	10 d	<u>A s</u>

BRIDGE ABRIDGED

HAND NO. II

Deschappelles' Coup.

Score: Love all. Z declares "no trumps."

Trick 4: Z, having no club with which to put dummy in, leads king spades, essaying Deschappelles' Coup. (Page 157.) B refuses to put up ace.

Trick 5: Z continues spade suit. He cannot afford, however, to give up dummy's queen. The only hope depends upon spade ace falling to this round. As B played jack spades to the first round there is almost a certainty that it will.

Trick 6: Z recovers lead with king hearts, at trick 7 puts dummy in with queen spades and dummy makes his four remaining clubs.

YZ win five odds.

ILLUSTRATED HANDS

HAND NO. 11

S—Q, 4, 3

C—J, 10, 8, 7, 6, 4

D—J, 3

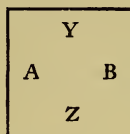
H—8, 2

S—10, 8, 6, 2

C—Q, 2

D—Q

H—J, 10, 7, 6, 5, 3



S—A, J

C—9, 5, 3

D—A, 9, 7, 5, 4, 2

H—Q, 9

S—K, 9, 7, 5

C—A, K

D—K, 10, 8, 6

H—A, K, 4

TRICK	A	Y	B	Z
1	6 h	2 h	Q h	<u>A h</u>
2	2 c	4 c	3 c	<u>A c</u>
3	Q c	6 c	5 c	<u>K c</u>
4	2 s	3 s	J s	<u>K s</u>
5	10 s	4 s	<u>A s</u>	<u>9 s</u>
6	3 h	8 h	<u>9 h</u>	<u>K h</u>
7	6 s	<u>Q s</u>	2 d	<u>5 s</u>
8	5 h	<u>J c</u>	9 c	4 h
9	7 h	<u>10 c</u>	4 d	7 s
10	10 h	<u>8 c</u>	5 d	6 d
11	J h	<u>7 c</u>	7 d	8 d
12	Q d	<u>3 d</u>	<u>A d</u>	10 d
13	8 s	J d	<u>9 d</u>	<u>K d</u>

BRIDGE ABRIDGED

HAND NO. 12

Holding up command of opponent's suit and placing the lead.

Score: Love all. Dealer declares hearts.

Tricks 6 and 7: B rightly refuses to give up command of dummy's suit. He reads that another round will exhaust the dealer and so, dummy having no re-entry, the suit will fail to make.

Trick 9: B counts the dealer's hand: 2 trumps and 3 spades. He therefore leads diamond, forcing a trump, and compelling a lead up to his tenace in spades.

YZ win two odds,

ILLUSTRATED HANDS

HAND NO. 12

S—9, 5, 2

C—K, 9, 8, 6, 5

D—10, 8, 3

H—Q, 6

S—10, 8, 7, 3

C—7, 4

D—J, 9, 7, 6

H—J, 9, 7

	Y	
A		B
	Z	

S—A, Q, J

C—A, 10, 3

D—A, K, Q, 5, 2

H—8, 4

S—K, 6, 4

C—Q, J, 2

D—4

H—A, K, 10, 5, 3, 2

TRICK	A	Y	B	Z
1	6 d	3 d	<u>Q d</u>	4 d
2	7 d	8 d	<u>A d</u>	2 h
3	7 h	<u>Q h</u>	4 h	<u>3 h</u>
4	9 h	<u>6 h</u>	8 h	<u>K h</u>
5	J h	10 d	2 d	<u>A h</u>
6	4 c	5 c	3 c	<u>Q c</u>
7	7 c	6 c	10 c	<u>J c</u>
8	9 d	8 c	<u>A c</u>	2 c
9	J d	2 s	<u>K d</u>	<u>5 h</u>
10	10 s	5 s	<u>J s</u>	4 s
11	3 s	9 s	<u>5 d</u>	<u>10 h</u>
12	7 s	9 c	<u>Q s</u>	<u>6 s</u>
13	8 s	K c	<u>A s</u>	K s

BRIDGE ABRIDGED

HAND NO. 13

Making an entry card and finessing.

Rubber game. Score. YZ 0; AB 28.

Z declares "no trumps."

Trick 1: To save the game should be simple, but to win the game will doubtless depend upon finding the king of clubs with B. As clubs should be led from dummy, and as it will probably be necessary that the lead should come twice from the dummy hand, Z makes a re-entry in dummy's hand by playing a high heart to the ace already played. He plays king rather than queen to deceive B as to the location of queen.

Trick 2: Z plays small heart and dummy secures the lead with jack.

Trick 3: Dummy leads small club, Z plays jack, finessing against the king, and at trick 4, throws the lead to dummy with king spades.

Trick 5: Z plays queen clubs and at trick 6 leads ace clubs knowing king must fall.

YZ win three by cards and rubber.

ILLUSTRATED HANDS

HAND NO. 13

S—K, 9, 7, 5

C—6, 5, 2

D—8, 4, 3, 2

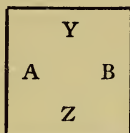
H—J, 10

S—J, 8

C—10, 9

D—A, J, 10, 6

H—9, 8, 7, 6, 5



S—Q, 10, 4, 3, 2

C—K, 8, 4

D—K, 5

H—A, 3, 4

S—A, 6

C—A, Q, J, 7, 3

D—Q, 9, 7,

H—K, Q, 2

TRICK	A	Y	B	Z
1	6 h	10 h	<u>A h</u>	K h
2	5 h	<u>J h</u>	<u>4 h</u>	2 h
3	9 c	<u>6 c</u>	4 c	<u>J c</u>
4	8 s	<u>K s</u>	2 s	<u>6 s</u>
5	10 c	<u>5 c</u>	8 c	<u>Q c</u>
6	6 d	2 c	K c	<u>A c</u>
7	10 d	2 d	3 s	<u>7 c</u>
8	J s	3 d	4 s	<u>3 c</u>
9	J d	5 s	10 s	<u>A s</u>
10	7 h	4 d	3 h	<u>Q h</u>
11	<u>A d</u>	8 d	5 d	7 d
12	<u>8 h</u>	7 s	Q s	9 d
13	<u>9 h</u>	9 s	K d	Q d

BRIDGE ABRIDGED

HAND NO. 14

Unblocking.

Score: Love all. Z declares "no trumps."

Trick 1: Queen lead at "no trumps" indicates exceptional strength, and commands one's partner, if holding king and one other only, at once to put up the king. (See page 109.) Note the difference should B not play king to first round.

YZ lose two odd tricks.

HAND NO. 15

Holding up command of long suit. Discard, etc.

Rubber game. Score: YZ 0; AB 20. Z leaves it. Y declares "no trumps."

Trick 2: Z cannot afford to give up the command of diamonds.

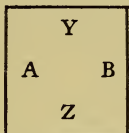
Trick 3: Z holds up command of clubs, in the hope that another round will exhaust B. Z

ILLUSTRATED HANDS

HAND NO. 14

S—8, 2
C—9, 4, 2
D—5, 3, 2
H—9, 8, 6, 3, 2

S—7, 3
C—Q, J, 10, 7, 6, 5, 3
D—J, 10
H—Q, 7



S—A, 10, 9, 6, 5
C—K, 8
D—K, 9, 8, 4
H—K, 10

S—K, Q, J, 4
C—A
D—A, Q, 7, 6
H—A, J, 5, 4

TRICK	A	Y	B	Z
1	Q c	2 c	K c	<u>A c</u>
2	Q h	2 h	10 h	4 h
3	<u>J c</u>	4 c	8 c	6 d
4	<u>10 c</u>	9 c	5 s	7 d
5	<u>7 c</u>	2 s	4 d	Q d
6	<u>6 c</u>	8 s	6 s	4 s
7	<u>5 c</u>	2 d	K h	J h
8	<u>3 c</u>	3 d	8 d	J s
9	7 s	5 d	<u>A s</u>	Q s
10	3 s	3 h	<u>10 s</u>	<u>K s</u>
11	10 d	6 h	9 d	<u>A d</u>
12	7 h	8 h	9 s	<u>A h</u>
13	J d	9 h	K d	<u>5 h</u>

discards small heart rather than spades. In the spade suit lies his only hope of re-entry for the diamonds.

Trick 5: Z again refuses to play diamond command. If king diamonds is with A, no play will prevent his bringing in his clubs. If with B, there is a strong probability that the diamonds may be brought in.

Trick 6: B having no card of his partner's suit, is forced to lead up to dummy.

Trick 7: Dummy now leads his high spades, hoping to make re-entry for Z's clubs.

Trick 10: Z gains the lead with 6 spades, and at tricks 11 and 12 and 13 makes his remaining diamonds.

Result will be the same if Z leads spades before leading diamonds, *provided* he keeps six of spades in his own hand for re-entry after diamonds are established.

YZ win four odd tricks.

ILLUSTRATED HANDS

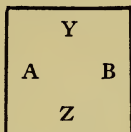
HAND NO. 15

S—A, K, Q, 2

C—A, 6, 5, 3

D—10, 5

H—A, 7, 3



S—9, 8

C—10, 9, 4

D—K, Q, J

H—Q, J, 6, 4, 2

S—6, 5, 4, 3

C—K

D—A, 7, 6, 4, 2

H—9, 8, 5

TRICK	A	Y	B	Z
1	7 c	3 c	9 c	<u>K c</u>
2	3 d	10 d	<u>J d</u>	2 d
3	2 c	5 c	<u>10 c</u>	5 h
4	8 c	<u>A c</u>	<u>4 c</u>	8 h
5	8 d	<u>5 d</u>	<u>Q d</u>	4 d
6	10 h	<u>A h</u>	<u>4 h</u>	9 h
7	7 s	<u>K s</u>	8 s	3 s
8	10 s	<u>Q s</u>	9 s	4 s
9	J s	<u>A s</u>	K d	5 s
10	9 d	2 s	2 h	<u>6 s</u>
11	J c	6 c	6 h	<u>A d</u>
12	Q c	3 h	J h	<u>7 d</u>
13	K h	7 h	Q h	<u>6 d</u>

BRIDGE ABRIDGED

HAND NO. 16

Leading through.

Rubber game. Score YZ 6; AB 24. Z declares "no trumps."

Trick 2: Before returning his partner's lead, B, holding ace, king, jack, etc., of clubs, leads king clubs, to induce his partner to return the suit later *through the queen*. (See page 114.)

Trick 3: B is marked with three of hearts. His return of the four indicates that he is leading back the higher of two (see page 115), and queen, ten, therefore, must be with dealer.

Trick 4: To prevent queen hearts from winning, the lead of hearts must come a third time from B. A, therefore, puts B in with a small club, and at trick 7 B returns the heart, enabling A to make his three remaining ones.

YZ lose three odds and the rubber.

ILLUSTRATED HANDS

HAND NO. 16

S—8, 7, 6, 4

C—Q, 8, 7

D—Q, 10, 8, 7, 5

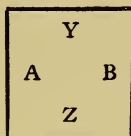
H—7

S—J, 9

C—5, 3, 2

D—J, 4, 3

H—K, J, 9, 8, 2



S—10, 5, 3, 2

C—A, K, J, 6

D—9, 6

H—A, 4, 3

S—A, K, Q

C—10, 9, 4

D—A, K, 2

H—Q, 10, 6, 5

TRICK	A	Y	B	Z
1	8 h	7 h	<u>A h</u>	5 h
2	2 c	7 c	<u>K c</u>	4 c
3	<u>9 h</u>	4 s	<u>4 h</u>	6 h
4	<u>5 c</u>	8 c	<u>J c</u>	9 c
5	3 c	Q c	<u>A c</u>	10 c
6	9 s	6 s	<u>6 c</u>	10 h
7	<u>K h</u>	7 s	3 h	Q h
8	<u>J h</u>	8 s	6 d	2 d
9	<u>2 h</u>	5 d	9 d	A s
10	<u>J s</u>	7 d	2 s	<u>K s</u>
11	3 d	8 d	3 s	<u>A d</u>
12	4 d	10 d	5 s	<u>K d</u>
13	J d	Q d	10 s	<u>Q s</u>

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